

# ADVENTURE PROBE

EDITOR: SANDRA SHARKEY ©ADVENTURE PROBE, 78 MERTON ROAD, WIGAN. WN3 6AT

£1-00

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STATION  
CORPSES

WASH  
ROOM

LAST  
BOUND  
PLANTATION



RAILWAY  
STATION  
TICKET  
OFFICE

INSIDE  
ON  
COSTUMERS  
OUT  
RE

INSIDE  
BARBERS  
M

MAIN  
STREET

INSIDE  
ON  
BANK  
OUT  
R.

SCAVENGE  
GUARDS

STREET  
FULL  
OF BARS  
START

INSIDE  
DEVINEYS  
"ENTER"  
"OUT"

OUTSIDE  
GUNSMITHS  
"ENTER"  
"OUT"

OUTSIDE  
POST  
OFFICE  
"ENTER"  
"OUT"

DINGY  
STREET

OUTSIDE  
PAWN  
SHOP  
"ENTER"  
"OUT"

OUTSIDE  
GRODING  
CHARLES  
"ENTER"  
"OUT"

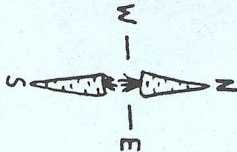
WATER  
FRONT

INSIDE  
WAREHOUSE  
"ENTER"  
"OUT"

SPRINGS

F-I-N-I-S-H

# BUGSY (PART ONE)





## EDITORIAL

Welcome to Issue 9 of Adventure Probe. I'm re-naming this section "Apology Corner" for this month as I made a couple of boops in the last issue.

Henry Mueller of Adventurer's Club Ltd. has been in touch. He wishes to state that the rumour we reported in the Helper's column last month that his magazine may be folding is totally unfounded, as I have just received the most recent dossier it seems as if all is well, so I'm sorry if we upset you Henry.

In "Sue's News" she mentioned a few adventures, one of which was TLP 3. This should have read TLP 2 as TLP 3 is not available yet. Sorry Neil, there's a six figure cheque in the post to you as agreed. (£000000!)

Thank you to everyone who has written or sent in contributions to 'Probe', as ever all contributions are sincerely appreciated. Keep them coming!

Hope you enjoy this issue and see you next month.

Sandra

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THE JADE NECKLACE - Jack Lockerby - Price £1.75 (Spectrum and CBM)

The first thing that struck me about this game was the unusual colour combination, mainly yellow on mauve, which at first is quite sickly. After a while though, it becomes quite soothing.

This is a private eye type of adventure involving gambling debts and various suspecting victims who will only help you if you help them. The object of the game is to retrieve Mrs. Bannister's jade necklace and prove to the police what exactly the gambling hoods are up to. You take the part of Philip Mallow and it is important to find and wear the bullet proof vest as soon as possible as random attacks are carried out from passing cars.

The responses are instant and location descriptions short but adequate. One nice feature is that when you EXAMINE characters, you get a short run-down on that particular person. You quickly learn who your friends are and who is likely to help you.

I was surprised that the command 'TALK TO ....' was not accepted, yet 'QUESTION ....' was. However, once this is understood it is easy to build up a story. There are a couple of other random elements whereby you could be mugged if carrying certain items in a given location, but your stolen property can be found later if you remember to SEARCH everybody.

There is a HELP command, and this help is forthcoming in many locations, including the first. Also the SCORE command, which brings me to the final point, and had me baffled for an hour or two.

Having achieved 100% and received congratulations from the police, the game does not end. You must bear in mind the message on the telephone at the start, and who you are finding the necklace for. Having done this, though, you finish with a score of 105%!!

I am left wondering if this is supposed to be! Personally, I don't care, as I found the adventure thoroughly enjoyable, although if you don't like mauve and are not prepared to juggle with variations of command, then you may not agree. At £1.75 it's a bargain.

Playability - 8/10 Entertainment value 8/10  
Reviewer - JOHN BARNESLEY - Commodore 64



FLOOK 1 . David Oya - Price £1.75 tape or send formatted CF2 plus £1.25 for Amstrad version (Spectrum version soon.)

You take the part of Heronimus Flook, computer programmer and budding megahero, and begin this QUILLED text adventure in a small dark attic room in which your slave-driving boss has imprisoned you.

Your only apparent companion is an AMDOOD computer until you type Inventory, when you find that you're carrying a flea (named Pedro). After you've stopped scratching (mentally) you can start to think of a way to escape.

Examine computer gives the response "It's an Amdood with a floppythingy. It's running a CERTAIN hyperhyped space game." Well, you've got to have a play haven't you?

As soon as you sit down to play an immense bug crashes through the skylight, lands on the computer and EATS IT! Climbing on the bug means you can reach the skylight and escape.

Once you've got down from the roof and examined your immediate surroundings thoroughly, you can begin to explore the immediate area. Eventually you find yourself in a different universe where strange things happen.

You meet a giant rabbit, an elephant sized geranium, a country yokel and Moovle. You must persevere and gain entry into Moovle's house to find out what your quest is. You will visit heaven and hell and other peculiar places.

I found this adventure great fun with logical and amusing puzzles to solve. It is very well written with some lengthy descriptions and a good Examine command, which is very often lacking in QUILLED games.

David Oya must have a very clever mind and a wonderful sense of humour which comes over very well in the game. I've had lots of letters from readers who have bought this adventure - all of whom have praised it both for quality and value for money. I can't wait to see Flook 2 and I would definitely recommend Flook 1, as I feel there is something for everyone in it. It's a good one for beginners but has plenty to offer the more seasoned adventurer.

David also has a coded cheat sheet that he will send for a SAE if you get stuck. Buy it, it's excellent value for money. (Sandra - Amstrad)



NOAH - Michael Young - £2.25

When she who must be obeyed sends you a tape and a note saying get cracking. Who am I but a mere public servant to argue so, cancelling such mundane things as ten pin bowling matches and meetings with chiefs of staff, I get cracking.

The following is a direct steal from the January copy of Adventure Shop ('cos they do it ever so well).

Noah is a QUILLED text only adventure where you play the part of Noah himself. Your first job is to gather together all the materials and tools necessary to build an ark and, at the same time, warn all the people of your generation to escape the coming flood. Having survived the deluge you must ensure that during your voyage in the ark, all the animals and birds are properly fed in order to be fit to replenish the earth.

Will you survive the flood? --- Can you be sure that the ark will float? --- Will you live to tell the tale?

Powerful stuff, thinks I, and a new theme too. So off I go.

In the beginning (this is NOT stolen from a well known book with that sort of beginning), you have no idea what your mission entails - unless you have read Adventure Shop - but before long God lets you know what is required of you. Only the good and righteous shall survive (NB Sharkey). So, having a swift rethink about inviting the neighbours round for a boozy knees-up and just throw your keys in the middle party, you set about your tasks. Objects abound everywhere you look and, apart from a strange hiding place for a brush, you have no trouble getting everything you need to build the ark.

Next, get your food and water - this is not too difficult - and, after a brief wait, the deluge is upon you. Once on board the ark you must find the correct places to store all your provisions - again, no problems; and this is the trouble with this adventure, no problems. Noah has it TOO easy!

The usual EXAM command gets everything, except in one location where SEARCH is required. The author has a phobia about doors which got increasingly irritating as the game progressed. When you bump into a door - OPEN DOOR - Ok. There is only one door in the story which requires a key and that is in your starting location, so no thought is required to get through doors, just OPEN them.

## CONCLUSION.

A new theme which I found enjoyable up to the point when I discovered that after two hours I had achieved 75% and had numerous lumps from bumping into doors. My enthusiasm waned slightly and I read the Help Sheets to get the game finished. This is an ideal game for novice adventurers and I would have priced it at no more than £1.99, but after seeing the advert for it £2.25 seems near enough. Sorry, Mr. Young, but I prefer more complex problems so I can scratch my head and write to Adventure Probe for help and stop feeling clever.

Reviewer - JOHN MOORE - Spectrum

NOAH is available on cassette (Spectrum) price £2.25 by mail order from:-

Michael Young, 40a Carnarvon Road, Sth. Woodford, London. E18 2NV

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## INCENTIVE SOFTWARE

GAC OWNERS! In last months issue, we told you about the new supplement to the GAC handbook. You can now buy this directly from Probe for £1 including p & p, and save yourself 25p.

### ADVENTURES

APACHE GOLD - tape - CBM 64, Spectrum, Amstrad CPC - £7.95

WINTER WONDERLAND - tape - CBM 64, Spectrum, Amstrad CPC and BBC B - £7.95

Incentive Software, (Dept. AP), 2 Minerva House, Calleva Park, Aldermaston, Berkshire. RG7 4QW

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## ADVENTURE FOR AMSTRAD 464/664/6128

BESTIARY - A fairy tale adventure - tape - £2.50

Perry Williams, (Dept. AP), 12 Godesdome Rd., Cambridge. CB5 8HR

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TEACHER TROUBLE - Tony Collins and Ian Saunders - Price £1.99

Schools all over the world were taken over by little green things, all but one - Wenton Comprehensive. Unfortunately, it wasn't long before the five teachers of this school were captured, they are now imprisoned somewhere in the school. It is your task, along with your friend Dillon, to go and capture - or kill - any of the alien teachers.

Now this is what I call a game, great, fantastic, super .... (whoops! no going over the top, think back to a certain A.A.). I really did like this game though, and can't wait for part two. It contains puzzles, good descriptions, enough locations and on top of that it's amusing - this game is different!

I must admit that I got expelled a few times, I didn't think anyone would see me sneak out - but they did. I also got to see the headmaster a few times; that is until I wanted to see him, then could I get in? No way!

This adventure is text only and in no way suffers through lack of pictures (which I don't like much anyway), and it is also played in "semi-real time". This gives you from 9.30 a.m. to 4.30 p.m. to finish the game. One piece of advice, DON'T rely on the clocks - I don't think they're working properly.

Definitely a game to add to your collection, well worth the price, and if you should get stuck you can always give me a ring. I only hope it's converted to other machines, then everyone can join in the fun.

Reviewer - SUE BURKE - Amstrad

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#### ADVENTURES FOR AMSTRAD AND SPECTRUM

NYTHYHEL - Reviewed in Issue 4 of Probe - Tape - £2.99

THESEUS - Reviewed in Issue 4 of Probe - Tape - £2.99

TEACHER TROUBLE - Reviewed in this issue - Tape - £1.99

MIAMI MICE - Tape - £1.99

Anthony Collins, (Dept. AP), 17 Larch House, 37 Shawsdale Road,  
Bromford, Birmingham. B36 8DG

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## THE COLOUR OF MAGIC - Piranha - £9.95

The Colour of Magic is a new four part adventure programmed by Delta 4, for Piranha. It is closely based on Terry Pratchett's novel about the exploits of Rincewind the wizard, Twoflower the four-eyed tourist, and his travelling luggage!

In the adventure you play the part of Rincewind, who's a bit of a plonker as magicians go. At the start of his training one of the eight spells of the Octavo became stuck in his brain. Now he is unable to learn any other spells, but what's worse is the fact that he can't even use the spell that's preventing him from using others. (Confused? You should be!)

But he does have a few things going for him as he is an excellent translator, has an uncanny knack of staying alive and, as a wizard, must be claimed by Death himself 'he whose empty eye sockets are a dead giveaway'.

The adventure is set on Discworld, which as the name suggests is a large flat disc. This disc is supported by four gargantuan elephants, who are carried on the back of a giant turtle called Great A'Tuin.

There are many theories as to where Great A'Tuin is taking them. One theory, popular among Academics is that A'Tuin came from nowhere, and is going nowhere, for the rest of eternity.

Another theory which is favoured by those of a more religious persuasion is that A'Tuin is crawling from 'The Birthplace' to 'The Time of Making'. This is known as 'The Big Bang Theory!'

Movement in the game is not the same as your usual adventures, with North, South, East and West but, more suitably, Hubward - takes you to the centre of the disc, Rimward - takes you to the edge of the disc, Turnwise - direction of spin, Widdershins - against the spin.

All in all, The Colour of Magic has brilliant text (acting more like the book than the adventure), good graphics, and is good value for money as it comes in four parts. Take my advice - Buy it!

Reviewer - DAVID HEARD - Spectrum



STARCROSS - Infocom - Shop around for the best price. (DISC ONLY)  
THE FIRST INTERLOGIC SCIENCE FICTION MINDBENDER

In the year 2186 the way to making your fortune is by finding and capturing a black hole, only one 5mm diameter hole is found on average per year. Thus you equip your ship, the mining vessel Starcross, with the best equipment you can afford. After a short time, the drone of the ship's systems lulls you into a deep sleep .....

Suddenly the alarm jolts you awake. The mass detector is registering a massive, unknown bulk within the ship's vicinity. You get the navigation chart print-out and pinpoint the position of the mass. So your great adventure begins .....

I would be giving very little away if I tell you that the mass turns out to be a 5km long artifact. How you enter, and overcome the problems inside make up the bulk of the adventure. There are plenty of seemingly mystifying puzzles, a variety of characters, alien and mechanical, to interact with and best of all, lots and lots of descriptive text to read. There are no graphics, but who needs them.

Starcross is simply superb. It's not a new adventure, but coming from the Infocom stable, it's much better (and much harder) than anything else I've played recently. Where else can you hold a conversation with a giant spider or be eaten alive by a grue?

You can converse with characters in the game in the following way: Computer, what is mass UM28 or Spider, what is the black rod. Questions in this manner must begin with "what" or "where".

The parser is good, understanding multiple commands and the amount of text displayed on screen can be altered with the commands Verbose, Brief, or Superbrief.

Starcross is immaculately packaged. It includes a booklet, giving background information and hints upon how to play, and a map (the navigation chart print-out) of local space.

This adventure cost me £4.99 in a local computer shop and was a steal at that price. Brilliant - 10/10.

Reviewer - PAUL SERBERT - Commodore 64

DUKE BLUEBEARD'S CASTLE - Neil Talbot/M42 Software - Price £2.00

You are Judith - Bluebeard's new bride. Contrary to the best advice of family and friends, you join the Duke at his castle. Things go well at first, for he has all the qualities you admire - attentiveness, affection, generosity and humour - but he becomes strangely withdrawn when you ask about his past wives - and he will not allow you access to certain parts of the castle. Your initial joy is soon soured by suspicion and apprehension. You feel you must discover the truth about Bluebeard. Perhaps the answer lies behind the locked doors of the castle? On the day the Duke goes hunting wildfowl, leaving you alone, you realise your chance has come .....

"Oh good" I thought, when I read the above on the cassette inlay, "the opportunity to take the role of a heroic female is fairly limited (Trixie Trinian, Gerda and, perhaps, Kim Kimberley being all who spring immediately to mind) so it's nice to see someone making an effort to redress the situation."

Upon playing the game, the first thing that struck me was the apparent flexibility of the programming. Within the space of about a dozen moves I had found no less than four ways of concluding the adventure - I could carry on weaving my tapestry (what I'm doing when the game starts), or I could go into the Bedroom and have a nap, or go to the Bathroom and take a bath (in all these instances the Duke returns before I finish and that's that) or, I could go downstairs, get on my horse and ride off into the sunset! All these courses of action, however, reveal little of the Duke's secrets to me - but it's nice to have the option to simply opt out!

Of course, after a while, it dawned on me that what I was actually experiencing here was a variation on the old "sudden death" syndrome - but it is so neatly done that I cannot help but admire the writers skill ... and forgive him for using a ploy which I personally don't like at all!

Anyway, having decided not to take the easy way out, I set about exploring the castle itself. I found that it was fairly extensive with secret rooms and stairways, as well as boasting a number of barred doors with different coloured locks - for which I would require matching coloured keys. Underneath, I found the Catacombs, an extensive maze (for those who like those things), teeming with rats and bats. I also found a number of new ways in which to finish the adventure - both successfully and unsuccessfully - and added to my store of knowledge in the process.



Eventually, I found all the keys and opened all the doors (thanks to the HELP command) and had finished exploring all the various nooks and crannies, doing all the obvious things. However, I had still only scored 60%, so I began to look for unobvious things to do! It was at this point that the game began to fall apart for me.

I scored 10 more points for giving my horse a drink. Why? I don't know. He was quite willing to carry me without it and displayed no outward sign of needing a drink - but he got one anyway. I also scored 10 points when I discovered that the way to get rid of the Lord Chamberlain was to kick him in the shins, rather than slip the kitchen knife under his ribs! Non-violence rules, O.K.! The only other points I could find were awarded for taking a course of action which resulted in me joining Bluebeard's other wives - why one should be rewarded for being deliberately self-destructive is beyond me, but there you go!

Eventually, I came to the conclusion that there would be no neat-and-tidy finish to this adventure. I could either escape with my life, or join the other wives in their living-death. All attempts to free them were doomed to failure.

I, of course, decided to survive and headed back to my home village with all haste - gathering on my way, the grisly evidence needed to ensure Bluebeard's eventual prosecution, and hopefully punishment, for his atrocities.

Apart from the ending, the adventure contains a few other features which I found particularly irritating.

Nearly all the locked doors are locked from one direction only. It is most annoying to spend considerable time and effort in procuring the key needed to open a particular door, only to find when you do so that you had been through that door from the other side several times already.

At one stage it is necessary to satisfy the appetite of a Flock of Bats before you can investigate the Hole in their location. Only when you go through the Hole, you find it leads to a location from which you cannot get back, from which the only way forward is to finish the game, and which you can reach from another direction anyway! Hardly reward for effort that!!

Finally, the game has a couple of locations from which there is no escape (e.g. a lake you can swim in, but can't swim out of! And Twisty passages which lead nowhere at all - not even back from where you came!)

Now while I don't particularly like these as they are simply another variation on "instant death", I can abide them as long as I am told, or given some means of finding out, that there is no escape. But, when I am simply abandoned to discover it (or not!) by myself ... as one is in this game ... then the homicidal ire begins to rise in a mighty tide ..... !!!

DUKE BLUEBEARD'S CASTLE is a QUILLED text adventure which started off very well and promised much. However, somehow or other it lost its way and finished rather lamely. Perhaps, extra playtesting might have helped to keep it on the straight and narrow?

Reviewer - JIM O'KEEFFE - Spectrum

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DUKE BLUEBEARD'S CASTLE is available by mail order only from:

Neil Talbot, 31, Chadcote Way, Catshill, Bromsgrove, Worcs. B61 0JU

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ADVENTURE FOR SPECTRUM

SPY TRILOGY - A three part spy adventure - tape - £2.50

Tartan Software, (Dept. AP), 61 Bailie Norrie Crescent,  
Montrose, Angus. DD10 9DT

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ADVENTURE FOR SPECTRUM AND COMMODORE 64

TIME OF THE END - A fantasy adventure - tape - £2.50

Mandarin Adventures, (Dept. AP), 14 Langton Close, Woking. GU21 3QJ

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ADVENTURES FOR SPECTRUM AND AMSTRAD 464/664/6128

NICATOR - tape - £1.00

WIZARD'S ORB - tape - £2.00

Gordon Yacomine, (Dept. AP), 30 Finavon St., Dundee, Scotland.

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PLAY TESTING - What the author wants from you  
by Neil Scrimgeour

Before an adventure gets launched on an unsuspecting public, the program has to be play tested to find any bugs that reside within the program. This is what's supposed to happen but in the wake of Lord of the Rings etc you start to wonder whether it's been tested other than by the author. Anyway, back to the main purpose of this article. The author and programmer, sometimes they're not one and the same, can go through the program and not find any bugs at all. This is because they know how to complete the game and don't try weird responses and strange location movements etc. What is needed is someone who is not familiar with the game to work through it. These are play testers.

Play testing is not the same as playing adventures. If you are thinking about offering your services as a play tester there are some points that you should be made aware of.

Most importantly you cannot take your time. If someone gives you an adventure to test it is very important you do it as quickly as possible. An author cannot wait for 6 weeks for someone to get back to him (or her).

Every author has their own preferences on playtesters so don't take my word as gospel, they are just guidelines to show you what you're letting yourself in for.

As I own an Amstrad 6128 I look for someone who owns a disc drive. Loading games from tape can be a bit dicey, also loading from disc is a damn sight quicker (unless you've got a Commodore 64. Sorry, couldn't resist it!). They must be fairly experienced adventurers in that they've completed a fairly wide range of stuff. If you've only completed 2-3 advents it's probably not worth your while, or the author's.

When I get my progs tested I normally send a map out with the game. Only use it as a guide though. Start making your own map as you may find movements between rooms and room locations different to the map supplied.

Keep a look out for spelling mistakes, these are very important points, reviewers hate spelling mistakes. As you come across them make a note of where they are straight away, things can easily slip your mind.

The same goes for exit descriptions. If the location says N,S,E and W try them all and, whenever possible, try movements not printed e.g. UP and DOWN. This can be a very tiresome chore but it has to be done.

Examine everything you can. If you don't get a response and you think you should have, put that down as well. Don't forget the spelling mistakes in messages and object descriptions. Make a note of how good the vocabulary is, if you can think of any synonyms jot them down.

Trying to crash a game can be fun, especially if you've got a disc drive. If the game saves to disc, choose the save game option but leave the disc out of the drive. See what happens. Type in gobbledy gook (is that how you spell it?) and see what response you get. Try breaking into the program with the ESCAPE key or whatever your computer has. If your machine has a soft reset button, like the Dragon, press it and find out what happens. Try to load a save game from disc with the wrong file name. Try anything you can think of. A good one is to try swearing in the adventure. I try to make sure my programs have some sort of response. Input Score and Help as well.

How you inform the author of all the bugs is really up to you. Some prefer to save everything up till the end and send it in one lump, others prefer to give an update every few days. I personally prefer the former, it means I don't have hundreds of bits of paper hanging around which could easily be lost. When you've finished the game it might be a good idea to send a copy of the map you've made.

That takes care of the bugs in the adventure but that's not everything. We authors need to know how much atmosphere was created in a game. This, together with spelling, level of difficulty and storyline are crucial.

Was the game too easy? Don't forget, if you were given some help in the game it might seem easier than it actually is. Was the storyline believable and were the set puzzles logical? If the prog's got a title page is it good, or isn't it worthwhile. If the game has graphic locations did they produce a picture you were expecting, and were they worth the wait.

If the program has a re-designed character set did you prefer it to the computer's original. An important point is was it readable. God, how I remember Level 9's Snowball character set on the Amstrad. I found it unreadable.

Lastly try running the program with things plugged into your computer like ROM boards, disc drives and printers. I came across one program that caused the printer to start churning out garbage! In short try everything you can think of, apart from bashing your micro with a sledge hammer!

Its sometimes an advantage if you have a working knowledge of the Quill, GAC or any other adventure writing system. This way, if you come across any bugs that won't allow you to complete a game, you might be able to alter the program with instructions from the author. This saves a lot of time sending cassettes back and forth through the post.

As I said play testing isn't the same as playing adventures. It can be fun though, and of course you won't have to pay for the privilege!

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#### ADVENTURES FOR THE 48K SPECTRUM

DRAGON OF NOTACARE - tape - Reviewed in Issue 4 of Probe - text  
TREASURE - tape - Reviewed in Issue 4 of Probe - text  
RESCUE FROM DOOM - tape - Reviewed in Issue 8 of Probe - text/graphics

Price: £2.50 each plus 30p p&p, or £6 for all three plus 50p p&p.

David Edgar, (Dept. AP), 1 High Parksail, Erskine, Scotland. PA6 7HY

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#### ADVENTURES FOR AMSTRAD, SPECTRUM AND BBC

FLOOK ONE - Reviewed this issue of Probe - Text  
FLOOK TWO - Review in Issue 10 of Probe - Text

Tape send £1.75 each or £2.95 for the pair.  
Disc send formatted CF2 plus £1.25 or £2.50 the pair.

David Oya, (Dept. AP), 24 Kingsway, Banbury, Oxon. OX16 9NY

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IN THE LATE AFTERNOON OF DECEMBER 13TH 1986, THE EARLY EVENING EDITIONS OF BOTH "PROBE" AND "CONTACT" CARRIED A STORY WHICH ROCKED THE FOUNDATIONS OF MODERN SOCIETY. IT WAS PROVED BEYOND ANY DOUBT THAT SANTA CLAUS REALLY DID EXIST. THOSE OF YOU WHO READ THE EPIC SCOOP BY OUR ACE REPORTER, (JIM O'KEEFFE), WILL BE AMAZED TO LEARN THAT DURING HIS MISSION TO THE POLE, CERTAIN FACTS COULD NOT BE REVEALED, AND ONLY NOW CAN THE FULL STORY BE TOLD.

### THE FINAL QUEST

DEDICATED TO THOSE AMONGST YOU WHO MAY TRY TO FOLLOW IN MY FOOTSTEPS.  
NOT AN EASY TASK, AS YOU WILL SOON DISCOVER.

The story which I am about to relate began about two weeks before Christmas. I remember clearly that it was a bright sunny morning, I rose before Dawn, this was not too difficult because she always stayed in bed until lunchtime anyway. I knew it was going to be an unusual day when I heard the sound of a horse galloping across the drawbridge, because we haven't got a moat. We live in a tiny cottage at the end of a forest.

A messenger had arrived with a large scroll which bore the royal seal, a big black thing that kept flapping its fins and eating fish. I ignored it and unrolled the mysterious scroll with great haste. It bore a message which was of monumental importance, it read: DO YOUR EXERCISES, THEN MEET ME IN THE FOREST. It was signed JIM. I rushed upstairs to begin my morning workout, thinking excitedly, who is Jim? I sat down and grasped my toes tightly, then straining backwards for a full five seconds, I felt my back muscles respond. The exercises were working, already my feet had gone from size eight to size twelve.

I dressed hastily, pausing only to admire my reflection in the full length wall mirror, the lincoln green overcoat was perhaps a shade too subtle, but it went well with my crimson trousers and yellow helmet. I was the epitome of sartorial elegance, and I was sure the Jim would approve. I strode boldly from my humble cottage, into the great forest, squashing only the occasional woodland creature who ventured into my path. Soon I heard a sound which I took to be a good omen, it was the cry of a pin-toed chit chat calling to its mate, the double breasted back chat.

As I pushed further into the forest through the tall catgut reeds which surrounded me, the sounds of civilisation receded.



For a while I could hear the distant baying of humans, as they scented the trail of a fish and chip van, but soon there was only a deep satisfying silence. I strode along happily with the sun beating down, and accompanied by the drone of tiny insects from the surrounding trees and flowers. My calm was suddenly shattered when I saw a face peering at me from across a small clearing. My mind registered a bearded face, and a flash of colour, as I raced for cover behind the nearest tree, I wondered if it could be TONY BRIDGE.

I stood behind the tree shuddering, what could I do? I was a brave adventurer, everybody knew that, but my feet were cowards. We argued endlessly, and after much protest my feet finally agreed to do the honourable thing. They led me across the clearing to face the apparition. It was me! Some idiot had left a metal shield slung over a low branch, and I had been hiding from my own reflection, the shame of it! I laughed nervously, hoping that no one had seen me. I wondered what BILBO BAGGINS would have done if he had been in my shoes, then I looked down at my feet and realised that would have been impossible.

The forest was getting a little darker now, and I had come to a fork in the path, someone must have dropped it there whilst on a picnic. I followed a leafy trail which finally led me towards the entrance of a small cave, I could hear voices. I crept silently towards the entrance, pausing only to remove a root from my shoe, which became embedded as I tripped over it. No one in the cave had heard my approach, the Trolls were too busy eating.

TROLLS!, I screamed mentally, then flattening myself against the rockface, I listened, there was a knocking noise, then one of the Trolls said "Pass me the finger bowl", the knocking continued, then the same Troll screamed with rage "You greedy pig, you've eaten all the fingers". I almost fainted, the knocking noise was deafening now, then I realised that it was my knees, the cowardice was spreading. A Troll spoke from within the cave, "What's that noise?" he said. I left as silently as I had arrived, but considerably faster, as you can imagine.

I decided to ignore this early setback to my adventure and a few hours later I could be seen trudging along a leafy path in the heart of the great forest. I first noticed the two men ahead of me when one of them lit a pipe and casually tossed a still burning match over his shoulder. I was twenty metres away when the hollow stump exploded, sending a cascade of burning sparks all over me. As I shook them from my hair, I wondered who the idiot could be.

As the smoke cleared and my vision improved, I recognised the great lincoln green detective, ROBIN OF SHERLOCK. And his companion turned out to be JIM. At first I approached undetected because they were arguing over what appeared to be a Rubik Cube. Robin saw me first, he turned and said, "What's afoot?", I looked down and replied, "About twelve inches". Jim chuckled whilst Robin looked perplexed, I found out later that he always was.

As Robin continued to puzzle over his many sided cube, Jim came across to talk to me. He explained that he was on a mission for "she who must be obeyed", the legendary head of the PROBE organisation, known to some as "THE SHARK". He stepped closer and told me that there was another secret organisation known only as C.O.N.T.A.C.T. Then he said, "Why are you pulling a face?", I grimaced with pain and snarled "You are standing on my foot". As the throbbing subsided, Jim told me that he would return to the forest in three days time, and we were to meet beside the charred stump. He gave me a list of objects which we would require for our mission, and I promised to have them ready. I asked him to tell me more about the C.O.N.T.A.C.T. organisation but he said all would be revealed later. Before he and Robin departed he gave me a parchment with a number written on it, "If you need help ask for P.W." he said, "the password is WIGAN PIER".

We parted company and as they left I distinctly heard the sound of a badly played violin receding in the distance. Rather than me, I thought gladly. I returned that evening to my humble abode at the edge of the forest, knowing that in a few days time I would be off on another exciting quest, I would not have been so excited if I had known the nature of that mission, but for the time being I was happy to gather together the strange objects which Jim and I apparently needed, so I began to read the list.

The next two days passed very quickly. I was busy collecting and storing the objects which Jim had listed. Some of them were rather curious; the sharp string and the rimless spectacles without lens, for example. Most of the others were of the type beloved by adventurers everywhere, but I did wonder about some of them, particularly the greasy pole and the hairnet; then there was the gas cooker, perhaps we could use it for cooking gas on, I thought cleverly.

As I packed the items into my trusty handcart, I noticed that the last item was a scythe. I made a mental note to be careful if using it. One legged adventurers are not uncommon in this part of the forest. Finally my task was done, all the objects were assembled, and I was just about to throw the list into the fire when I noticed that Jim had scrawled a note on the back of it. I began reading:-

"I will explain later, but I thought you should be warned that our mission for C.O.N.T.A.C.T. could be very dangerous. P.W. has ordered us to track down a legendary creature known only as "The Adventure Author", if we fail she has promised to cut off our subscriptions!" I gasped with horror! The thought of losing my subscriptions was almost as terrifying as encountering a live Adventure Author - I had thought they were extinct! It was true there had been terrible stories, but I thought they were just folk legends, not actually written by an Adventure Author. A familiar sensation of cowardice began to creep up from my feet, and I spent the next four hours trying to persuade them to come out of a basement cupboard.

The third day began, as it usually did, and I chose my exploring outfit with meticulous care. The blue striped helmet was a perfect match for my orange waistcoat and yellow fur trousers, and as an added touch I stuck a huge green ostrich plume down my left boot. I felt confidently resplendent as I trundled my handcart off into the forest to meet my destiny, and Jim.

We met, as arranged, beside the small charred stump, which reminded us so clearly of Robin. Jim told me all about his recent exploits, then he remarked that this mission might be a lot tougher. I hoped he would prove wrong in his assumption, but deep down in my boots I felt that he could be right. And it was with this thought in mind that we began our final quest.

The journey began reasonably well, but by the late evening we were both tired of trudging through the forest, and we were both ready to camp down for the night. Neither of us got a wink of sleep, we spent the whole night huddled around a tiny camp fire, whilst a lone Wolf howled in the trees nearby. I found out later that it was a Squirrel with a sick sense of humour. By the following morning our nerves were on edge, and Jim refused point blank to eat his toast and marmalade.

By noon we had reached our final destination, we paused and looked up at the huge iron gates which loomed menacingly above us. Jim read the sign which was emblazoned across them. It said: "Is there life after death? Trespass here and find out). We knew then that we had come to the right place.

It took a while to lift the handcart over the gates, but we finally managed it. We set off breathlessly down the long pathway, and the gates clanged open behind us.....

(to be continued)

## READERS LETTERS

There is an item of news that you may wish to report in both "Probe" and "Contact", it concerns a company named CENTRAL SOLUTIONS LTD. Run by a gentleman named Steven Lambert. It seems that this company has vanished leaving a trail of complaints from unsatisfied adventure game authors, they fall into three categories:

- (1) People who have sent games in for publication, and have heard nothing, and not received the games back.
- (2) People who have signed contracts for publication of their games, and do not know if their games were ever marketed.
- (3) People who know that their games were marketed, and have been seen on sale in shops, who have never received any type of payment.

The company cannot be contacted, and according to the official receiver they are not in liquidation, and the Office of Fair Trading are investigating, and the BBC TV's Watchdog are aware of the situation.

Further information can be obtained by writing to Edward Beck, 6 Weardale Walk, Shildon, Co. Durham, D14 2DE. He is currently trying to locate Steven Lambert in the hope of resolving his missing royalties, from a game which was marketed.

It's a cautionary tale, and perhaps our members should be advised to make sure that they don't get caught up in this, or any similar situation that might occur in the future.

Just a comment here on adventure game reviewing, it's amazing how some reviewers can quite innocently give you a completely false picture of an adventure game. I know that a review is only a personal opinion, and everyone has his/her own views. But there should be some way of making a comparison with other games, which overrides the reviewers style.

For example, recently reviewed in Probe, was the Sorcerer of Claymorgue Castle. It begins by using descriptive text, to create an image filled with atmosphere. It reads wonderfully. You feel like rushing out to buy the game. But, if you do, then beware. Because all that wonderful text is only in the review. Scott Adams games only contain the barest text. And atmosphere is usually pretty thin.



So here you have a situation where the review is exceptionally better than the game. (My opinion.)

One way to avoid this, might be to have a summary at the end of each game review, highlighting the basic elements which make up the game. These could then be compared to other games, and an overall comparison could be made. A table of basic elements might include: ATMOSPHERE. PLAYABILITY. LOGIC. VOCABULARY. PLOT. DIFFICULTY FACTOR. PRICE. ORIGINALITY. etc.

The summary could be given by the reviewer, or by the editor, based upon what the reviewer says. Perhaps a standard questionnaire sent out with the game, to be returned to the editor, with the review. And with a summary on a scale of 1/10 for each basic element. A similar system could be used for playtesting games. It's just a passing thought, but it may be worth considering.

MALCOLM SERBERT, 171 King's Road, Harrogate, N. Yorkshire. HG1 5JQ

(I think Malcolm has raised some good points. I've been thinking about introducing something along those lines - see page 2 ..... Sandra)

\*\*\*\*\*

I have just tried my first game using 'Lenslock' and agree with Jim O'Keeffe's comments in Issue 6 of 'Probe'.

It seems that having spent time on loading cassettes, trouble with read error B and A, adjusting volume and losing patience, we now have fast disc input and ages spent trying to restore a game with 'Lenslock'. Is this progress?

Have any of your members had problems with purchasing printer ribbons for the DMP 2000? I have been unable to get any for about two months now. Another type of progress - producing printers without ribbons!

DEREK DIGGER, 7 Bigbury Lane, Wilden, Stourport-on-Severn, Worcs. DY13 9JU

(Anyone else having problems getting these ribbons let me know, I may be able to help ..... Sandra)

\*\*\*\*\*

LETTERS CONTINUED

I recently sold my Spectrum computer and now have only the Coamie to play adventures on, but when I sold the Spectrum I included some adventure games, one of which was Murder at the Manor. The chap who I sold the computer to is now plaguing me with questions about the game. The point is I never played it, and so if any of you have the solution perhaps you could kindly help before the man drives me completely insane!

CHRISSIE NORRIS, 14 Exeter Street, Teignmouth, Devon.

(If anyone has a solution to Murder at the Manor please send one in to 'Probe' and I'll make sure Chrissie gets a copy. Thanks..... Sandra)

\*\*\*\*\*

Enclosed complete solutions to Dracula parts 2 and 3. It's not worth giving a solution to part 1 as it was so easy, my tips should be enough.

I have finished Apache Bold and will send the solution later, unless anyone wants to write to me now, also I am working on my map of "Dodgy Geezers" but until I can crack part 1 I won't send it.

Hope to see all this in print.

(Your wish is my command ..... Sandra)

SGT. JOHN MOORE, c/o Sgts. Mess, RAF Wildenrath, BFPO 42.

\*\*\*\*\*

Last night I typed a letter to you, ready for posting, but I thought - no, I'll leave it a day, then get some stamps. A good job I did! What should happen the next day, but the latest copies of 'Probe' and 'Contact' arrive! So, relishing the thought of using the typewriter again, I tore up the envelope and dug the letter out again. I'm now rewriting it! Since I now have 'Probe' no. 8 obviously there are things in it I might want to discuss, so it seemed pointless to send off my "out-of-date" letter before. Especially as it started off about the new coloured cover you're using ... I really like it - green is my favourite colour anyway, but it makes a surprising change for Probe, which now looks a lot better, you know which page is the cover and which is the inside - before it was more like a stapled pile of sheets, all white. A great improvement.

One question my old letter asked was "are they all going to have a different colour?" Well, since I now have the latest Probe, I know the answer. No - all green. I had thought that if each was a different colour people would know which issue was which, (say one month was yellow, the next blue, etc). I still like the green though, and I don't mind if they're all green. (After all, it's up to you.)

Of course the last 'Probe' was more than a bit special for me, wasn't it? Thank you for using my artwork for your cover, I was happy to do it. Also thanks for using my Pawn review, hints and crossword. [Thank you for taking the time to do them ..... Sandra]

My main reason for writing this letter is that in the Christmas edition of 'Probe', there was a list of all the adventures that you were offering a solution/map to, and it did seem strange that there was no help offered on 'Infocom's' Hitchhikers Guide to the Galaxy. What I thought was that since I had passed the first few difficult stages, I'd replay the game from scratch and write down all the moves, so you could print them in your "Getting Started" section. Alas, I'm stuck at the last part, but if readers follow my solutions, they can get as far and see if they can crack it. I've tried everything, but can't seem to get any further. (A common complaint).

I have received my occasional Computer & Video Games adventure leaflet recently and think (if you haven't seen one) that there are some interesting things in it. Firstly, as you know I'm stuck in the Pawn, after having had it for many weeks. Well I read that C&VG have just lost one of their reviewers to Rainbird, Paul Coppins, who is to test their games. He's infamous for solving Infocom games VERY fast, (not just playing them - solving them). Apparently he just has that 'knack'. Fine, you might say. But apparently he's just solved The Pawn without too much difficulty too! What? But ... yes, BOTH discs of it! Now this is pretty off-putting news, but I just couldn't believe how quickly he'd done it, when I'm still stuck at the rockfall ...! How long? Two months, perhaps .... two weeks? No ... THREE evenings!!! Whaaaaattt!?!!

This can't be right ... surely not ... but ... I feel so ... stunned ... shocked ... amazed ... this isn't fair ... what's more, he intends to compete to solve the follow up in the shortest time ...!! Compete! I mean it's taken me years to get HALF-WAY through Hitchhikers!

Now if only I was that skilled at solving The Pawn, I'd have gone on to solve a whole lot more. In fact I've only ever solved ONE adventure game, not forgetting it was the first proper one I tackled, The Hobbit. (I'd completed a few on a cassette magazine before, but they were dead simple.) I should also have completed Zork 1, but I haven't got round to it, and one part still doesn't seem to work, despite owning the complete solution.

Other games which are baffling me are of course The Pawn, which I doubt anyone else has solved, and if they have, certainly not in three evenings!! Not even whole days! Why it makes me so angry that ... if I get my hands on him ... I can't believe it was possible ... three ... less than a week ... I can't take it ... I'm cracking up ... nurse!.....  
It's all right, they've let me out now.

Now for some additional information on the Pawn. I have found the plant pot (see my review) and tried out the command I was told would work ... POT THE PLANT IN THE PLANT POT ... guess what? It was rejected! Apparently it should be altered to PUT THE POT PLANT ... It's a tongue-twister, isn't it? Alas I have found no use for the plant, but I did see that it is identical to the design you have on your shirt in the game, with the seven jagged-edged leaves. I tried to find out more about these, but The Pawn doesn't know the word "leaves" ... oh well. I still can't get past the rockfall, though I've found that I can GENTLY push it, to no effect.

Have you seen The Pawn on the Amstrad yet? I see from the latest Amtix! that it is out on the Amstrad PCW 8256 (why don't Amstrad computers have easier names such as Spectrum, or Atmos, instead of numbers??) Even on the 8256 the graphics look amazing, despite being just green and black! Well, I think that's all for now. Ta for Probe, and keep it up, but can we have a new PBM & Friends page?

(If anyone would like to write about PBM let me know, and has anyone seen the Pawn on Amstrad yet? ..... Sandra)

\*\*\*\*\*

#### ADVENTURING - A DEFINITION

Adventuring is ..... a cross between a crossword and detective story.

Peter Asbury-Smith, January 1987  
(Anyone else got a definition? ... Sandra)



I see that you have received lots of letters asking if you could set up a telephone helpline. Well now that I am retired, I am at home most days so I would be quite happy to volunteer. I know how frustrating it can be when you are completely stuck and perhaps have to wait a very long time to get a postal reply to a plea for help.

I am working on several games, one of which is APACHE GOLD. This is an unusual game in that once you know the sacred word (it is \*\*\*\*\* a mix-up of Geronimo, which I deduced by probing the vocabulary), you can complete the adventure by simply going straight from the start to the finish without bothering to solve all of the middle of the adventure. So if you want a quick short-cut solution it is:-

Feed horse - flick reins - wait - wait - wait - get blanket - wear blanket - E - S - S - talk spirit - say \*\*\*\*\* - sit log - N - push hard.

You're rich partner!!! Spend it wisely.

ALF BALDWIN, 1 Bybrook Gardens, Tuffley, Gloucester. GL4 0HG

(I just couldn't print the FULL (?) solution could I? ..... Sandra)

\*\*\*\*\*

I read with obvious pleasure the kind words that the Helper had to say about my games Street Patroller and the Mystery of the Lost Sheep in the January issue of Probe.

He went on to mention The Magician's Ball which I will be completing in around 2 months from now. However, this read to me as though he is expecting a BBC version of that adventure which is already out. May I make it clear that this game is totally independent of all others (you bet on it, completely original), and because there is a Magician's Ball on sale elsewhere, I have renamed it "It's Magic".

Thank you for giving me the opportunity to make this point. Finally, can I get a quick plug in? The C64 version of "Sneep" is available at last! Same price, from the address shown.

Simon Maren, CENTRAL COMPUTING, 61 Beech Road, Gillway, Tamworth. B79 8QQ

# IN-TOUCH

Adventures for exchange:-

Morden's Quest, Forest at Worlds End, Al-Strad, Quann Tulla, Faerie, Ice Station Zero, Kentilla, Worm in Paradise, Warlord, Flook 1 and 2, Rebel Planet, Questprobe 3, Red Moon. (all Amstrad)

1 Casio FX 720P Personal Computer with Manual offered in exchange for disc version GAC or any good word processor software for DMP 2000.

Contact A. McCrann (MAC), Taunton School, Taunton, Somerset. TA2 6AD

\*\*\*\*\*

I would like to swap games or hints on tape or disc for the C64. Anyone interested please contact:-

Geoff Wing, 171 Beadlemead, Netherfield, Milton Keynes. MK6 4HU

\*\*\*\*\*

NEIL TALBOT, 31 Chadcote Way, Catshill, Bromsgrove, Worcs. B61 0JU has the following adventures that he would like to exchange (Spectrum 48K):-

Souls of Darkon - Bugbyte / Inferno - R. Shepherd / Quest Adventure - Hewson / Doomdark's Revenge - Beyond / Red Moon - Level 9.

Titles that he would like are:-

Confidential - Radar / 4 Minutes to Midnight - 8th Day / Quann Tulla - 8th Day / Jewels of Babylon - Interceptor / Worm in Paradise - Level 9 / Wrath of Magra / Carnell.

\*\*\*\*\*

Do you know if anyone has converted "Camelot" (originally for Spectrum) by Cases Computer Simulations so it can be used on a BBC B? It is a very good adventure for children to play.

ANN EAVIS, The Pigeon House, Kelmscott, Lechlade, Glos. GL7 3HG

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\*\*\*\*\*

COMMODORE			
Lords of time	- Level 9	-	3.00

\*\*\*\*\*

AMSTRAD (all tape)			
Hacker	- Activision	-	3.00
Aftershock	- Interceptor	-	4.00
The Lost Phirous (pt1)	- Vidipix	-	1.50
Warlord	- Interceptor	-	1.50
Forest at Worlds End	- Interceptor	-	1.50
Spindizzy	- Electric Dreams	-	3.50

The above are my own adventures that I have finished with, I'm selling them on a first come first served basis so if you want any of them send a cheque/PD made payable to Sandra Sharkey, 78 Merton Road, Wigan. WN3 6AT

.....

AMSTRAD			
Lord of the Rings (T) - Melbourne House		-	7.00

Cheque/PD made payable to Pat Winstanley, 13 Hollington Way, Wigan. WN3 6LS

## SOLUTIONS AVAILABLE FROM PROBE

1942 Mission, ADVENTURE Quest, Adventureland, Aftershock, Apache Gold, Arrow of Death Pt. 1, Arrow of Death Pt. 2, Aztec Tomb Pt. 1, Boggit, Bored of the Rings, Brawn Free, Buggy Pt1, Buggy Pt2, CASTLE OF TERROR, Circus, Classic Adventure, Claws of Despair, Colditz, Colossal Adventure, The Colour of Magic, The Count, Crystal Frog, Crystals of Carus, The Curse, DENIS Through The Drinking Glass, Dracula, Dragon of Notacare, Dungeon Adventure, EARTHBOUND, El Dorado, Emerald Isle, Empire of Karn, Enchanter, Erik the Viking, Escape from Pulsar 7, Espionage Island, Eureka, Eye of Bain, FEASIBILITY Experiment, Final Mission, Flook One, Flook Two, Fools Gold, Forest at Worlds End,

GHOST Town, Golden Apple, Golden Baton, Golden Voyage, Greedy Gulch, Gremlins, Ground Zero, The HAMMER of Grimold, Hampstead, The Helm, Heroes of Karn, Hitchhikers Guide, Hobbit, Hunchback the Adventure, ICE Station Zero, Inca Curse, The Incredible Hulk, Invincible Island, JEWELS of Babylon, KENTILLA, The Knight's Quest, L'Affaire Vera Cruz, Legacy, Lords of Midnight, Lords of Time, MAFIA Contract, Mafia Contract II, Magic Mountain, Message from Andromeda, Mindshadow, Monroe Manor, Mordon's Quest, Mountains of Ket, Mural, Mystery Funhouse, NEVERENDING Story, PERSEUS and Andromeda, Pharaoh's Tomb, Pirate Adventure, Price of Magic, Project X/Microman,

QUANN Tulla, Quest for the Holy Grail, The Quest of Merravid, REBEL Planet, Red Moon, Return to Eden, Return to Ithaca, Robin of Sherlock, Robin of Sherwood, SE KAA of Assiah Pt2, Sea of Ziron, Seabase Delta, Secret Mission, Secret of St. Brides, Sherlock, Ship of Doom, The Shrewsbury Key, Sinbad and the Golden Ship Pts. 1 and 2, Snowball, The Snowqueen, Sorcerer, Sorcerer of Claymorgue Castle, Souls of Darkon, Spiderman, Spytrek, Spy Trilogy, Strange Odyssey, Subunk, TEMPLE of Vran, Ten Little Indians, Terrormolinos, Time of the End, Time Machine, Tower of Despair, URBAN Upstart, VALHALLA, Velnor's Lair, The Very Big Cave Adventure, Voodoo Castle, WARLORD, Waxworks, Winter Wonderland, Wishbringer, Wizard of Akyrz, Woods of Winter, Worm in Paradise, ZIM Sala Bim, Zork I, Zork II, ZZZZ.

I'm sorry but I can no longer offer maps due to the high price of photocopying, however solutions are still available. If you would like any of the solutions on our list please send one first class stamp per solution to help cover costs of photocopying etc. If you have any solutions that are not on our list then please send them in to:

Adventure Probe, 78 Merton Road, Highfield, Wigan, Lancs. WN3 6AT



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## HINTS

### FLOOK 1

Search the roses to sort out the squeak.

To enter Moovle's house - Knock three times, push the door and enter.

### DESPERADO - Allan Shortland

To play Poker, "JOIN GAME". With the money you win go to the stable and, "BUY HORSE". Any time you need money just play Poker. "WEAR STETSON" to avoid sunstroke. The gun is in the jail. The canteen is in the hotel and it can be filled at the trough, waterhole or at Bitter Creek. Buy some baccy and a rope at the general store.

### SORCEROR OF CLAYMORGUE CASTLE - Allan Shortland

To get the towel, "ENTER MOAT, HOLD BREATH, SWIM DOWN, SWIM DOWN, GET TOWEL, SWIM EAST, UP". To open the crate, "THROW CRATE FROM LOFT, GO CRATE, GO HOLE, GET METAL, GO HOLE, GET OFF CRATE". The metal is used to open the tin can. To release the chandelier safely, go to the ballroom and cast the Unravel spell and leave immediately. Wait until you hear the chandelier crash to the ground then enter the ballroom. The broken glass can be made into a mirror by casting the Wicked Queen spell.

### EUREKA (Arthurian) - Graham Robson

You must kill the man in the woods. From the start go S, S, E, S, E, N, E, KILL MAN. You don't get past the robbers at all. To get Excalibur take the keys into the bedroom, find some grease and extract sword from stone with ease. Remove the P from bone, and find the anagram of the song for the singer.

### GRAND LARCENY - Graham Robson

Examine cupboard and take whatever's there and shoot the bodyguard later. After shooting the bodyguard go all the way right and go window. When at the fire exit door on the top floor, keep on pressing Return till 11pm then climb steps. Enter helicopter.

### WINTER WONDERLAND

In the cave, climb up to the nest and get egg. Sell the egg to the Professor - don't give it to him! Buy the food from the Health shop before you buy the hamster. When you've filled the form in, give it to the postman. Go to the bank for more credits. Wear a disguise to buy booze. Don't take the icicle into the hotel with you - it will melt!

## OBJECTS AND THEIR USES

THE PAWN - Christopher Hester  
ABCDEFGHIJKLM  
ZYXWVUTSRQPON

Use the alphabet decoder to find out what each of the objects below does:-

note (given to you by Kronos) .....	to give to King Erik. (himself?)
metal key (RM KLXPVG) .....	LKVMH HSVW
wooden key (FMWVI NZG) .....	LKVMH GIVV-SLFHV WLLI
hoe (RM HSVW) .....	OVEVIH YLFOWVI DRGS IZPV
rake (RM HSVW) .....	ORUGH YLZIMH
wheelbarrow (RM HSVW) .....	XZIIRVH LYQVGH
mat (RM KZOZXV TZIWMH) .....	SRWVH DLLWVM PVB
chit (RM ULFMGZRM YZHRM) .....	LMV UVIT - NLMVB
trowel (LM HSVW YVMXS) .....	ZMB TFVHHVH
rose (RM KZOZXV YLIWVIH) .....	TREV GL KIRMXVHH?
whisky bottle (LM SLMVHG QLSM) .....	ZMB TFVHHVH
rations (LM SLMVHG QLSM) .....	ZMB TFVHHVH
brown ale bottle (LM SLMVHG QLSM) .....	ZMB TFVHHVH
suit of armour (LM SLMVHG QLSM) .....	ZMB TFVHHVH
spring water bottle (LM SLMVHG QLSM) .....	ZMB TFVHHVH
poncho (LM ZWEVMGFIVI) .....	ZMB TFVHHVH
stetson (LM ZWEVMGFIVI) .....	ZMB TFVHHVH
bowl of rice (MVZI TFIF) .....	HXLLK HMLD RMGL
chest (given to you by Kronos) .....	to give to adventurer to open(?)
horse with no legs (IRWWVM YB ZWEVMGFIVI) .....	VZHV LU GIZEVO?
shirt (worn by you) .....	many uses
jeans (worn by you) .....	SRWVH NVGZO PVB
wristband (worn by you) .....	keeps you on the map
platform (UQLDM YB PILMLH) .....	VZHV LU GIZEVO?
aerosol can (R SZEVM'G ULFMW RG BVG!) .....	ZMB TFVHHVH
lead (R SZEVM'G ULFMW RG BVG!) .....	TREV GL ZOXSVMRHGH
thermonuclear device (R SZEVM'G ULFMW RG BVG!) .....	GIB GSV SRMGH RM GSV MLEVDOOZ
light (ZG GSV GIVV HGFMK OZGVI) .....	XIVZGVW, MLG ULFMW!
wand (LM PILMLH) .....	ZMB TFVHHVH
plant pot (FMWVI GSV YVMXS) .....	no use found - yet!

## PRECISION CORNER

### HITCHHIKERS GUIDE TO THE GALAXY - Christopher Hester

"Dark" ..... This is a location that you are regularly thrown into in the game - usually after pressing the switch of the Improbability Drive, or coming out of one of the alternative universes. At first they seem very confusing, yet to solve they're extremely simple.

The basic solution is to wait until you are told that you can't sense anything around you, but with only four of the five senses described ... when you start off you can't SEE, HEAR, TOUCH, SMELL or TASTE anything. After FOUR moves, one of the senses will be missing from the description, and this is the one you need to input to come out of the darkness. (Though surely darkness only affects the sight??) Use the ALL command with the missing sense. For instance, if you are told "There's nothing you can SMELL, nothing you can SEE, nothing you can TASTE, nothing you can FEEL, and you don't even know who you are.", then the missing sense is SOUND, so enter HEAR ALL. From there you will get a further message, which usually requires EXAMINE something, such as "You can hear a distant engine noise."

The quickest method of solving these Dark passages is to realise that the first FOUR inputs are meaningless and you can type anything. So, in the above example, the best input to use is "I" (for inventory) as this is only one letter long. So you simply enter I, I, I, I, HEAR ALL. That's it! Just be sure not to get confused over which sense is missing - it's quite easy to forget which is the missing sense. If you continue with the wrong inputs, eventually the game asks "When are you going to come to your SENSES and solve this puzzle?"

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### BUGSY PART 1.

Inside Deviney's bar you must ATTACK HOODS.

Offer protection to the newsboys to get some cash.

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### FLOCK TWO

To put the pink key on the paper aeroplane - KEY PLANE.

\*\*\*\*\*



## GETTING YOU STARTED

### THESEUS (Part 1)

From the beginning: N, W, W, UP, Examine Tree, Get Berries, Eat Berries, D, E, E, N, Get Lamb, S, NE, Give Lamb to Oracle (for clue), N, W, Get Spear, Get Tube, E, In, Throw Spear at Procrustes, Look, Get Axe, W, S, SW, W, N, E, Kill Phaia with Axe, Look, Get Shield, Wear Shield, W, S, W, W, U, U, Wash Feet, Kill Sciron, Up, Get Helmet, Wear Helmet, D, D, D, E, E, N, N, Kill Periphetes with Axe, Look, Get Club.....

### NYTHYHEL (Part 1)

From the beginning: Get Envelope, Open Envelope, Read Telegram, Examine Hatstand, Get Coat, Wear Coat, Examine Coat, Open Wallet (to get money), Examine Desk, Examine Drawer, Get Key, Get Beads, Unlock Cabinet, Examine Cabinet, Get Keys, S, Examine Computer, Press Switch, Unlock Cabinet, Examine Cabinet, Get Note, Read Note, Read Message, Type Arnold, Read Message, Type Stevens, Read Message, N, E, N, Hail Taxi, Talk to Driver, Arkham Road, Unlock Door .....

### DENIS THROUGH THE DRINKING GLASS - John Barnsley

Note: Before commencing it is important to remember that Denis must 'DRINK' every ten moves. Please bear this in mind when SAVING game at any stage. Drink too soon and Denis becomes drunk, too late and he's in danger of becoming sober! From the start in Number 10:

N, N, Hide (Maggie leaves), Get Golf Clubs, S, E, N, Examine Pot, Take Flask, Drink, Examine Bed, Take Sheets, Examine Wardrobe, Take Radiation Suit, S, E, Examine Tumbler, Take Teeth, Wear Teeth, W, Drink, S, W, U, Take Cherry Blossom, D, S, Drop Sheets, Drop Clubs, Examine Wardrobe, Drink, Take Suit, Wear Suit, Examine Desk, Take Letter, N, W, Buy Ticket, NE, N, Drink, N, Buy Meal, S, E, Give Letter (Ingrams gives you a truss and a bottle of port), Take Truss, Take Port, W, U, Drink, Drop Ticket, Take Wig, Run, S (you now meet Norman Fowler), Debag Fowler (you use the polish!), N, E, Smile, Turns, Drink, E (you now meet Robert Runcie), Give Port, Take Collar, N, Catch Train .....

### BLADE THE WARRIOR - Joy Birley

Enter Door, Close and lock door, North to sandy clearing, N, Examine Rock, Take Tinderbox, S, W, Take Sword, E, E, Take Torch, East (Drop Sword here or magic makes it vanish), N, N, N, E, N, Climb Tree, Take Ruby, D, S, S, S, S, Take Sword, Examine Sign, E, S, Examine Body, S, Examine Sack, S, Kill Ogre, Examine Ogre, Take Gold, S, Examine Leaves (until a diamond is found), Take Diamond, NW, Enter, Buy Spell, Take and Examine Scroll, Exit, W, S, Enter Cave .....

## HITCHHIKERS GUIDE TO THE GALAXY - Christopher Hester

Start of game (commands in brackets are optional):

Get up, Turn on light, Get gown, Wear it, Open Pocket, Take all from pocket, Get all, South, Get junk, South, Lie down, Wait ... until Ford goes towards the country lane, then ... South, West, Drink beer, Buy Sandwich, Drink beer, Drink beer, East, Give sandwich to dog, North, Wait, Wait, Get device, Push green button ... you will then be in DARK - see Precision Corner for solving this, then ... Examine Shadow, Eat peanuts, Ask Ford for towel, Wait ... until you pick up the Guide, then ... (FOOTNOTE 14), Get satchel, (Push dispenser button), Remove gown, Put gown on hook, (Push dispenser button), Put towel on grating, (Push dispenser button), Put satchel over panel, (Push dispenser button), Put mail on satchel, Push dispenser button, Press switch, Get towel, Wait ... until captured by the guards, then ... Enjoy poetry, (Again), wait ... until thrown into the Airlock, then either wait more, or PUSH GREEN BUTTON ... once out of DARK again, type Aft (not Port), Drop plotter, Down, West, Touch Pad, Drop gown, Get tea substitute, East, Up, Drop tea substitute, Down, South, Aft, Yes, Yes, Aft, Aft, Look, Look (FOOTNOTE 10), Drop guide, Get drive, North, North, Up, Drop drive, (Examine plotter), Put long dangly bit in tea substitute, (Examine Drive), Put short plug into plotter, SAVE ... you are now ready to use the Improbability Drive. However, don't connect any more of it, or it'll cause an overload. When ready, PRESS SWITCH is all you need to take you to one of the many different (random) alternative universes. The solutions to these will be given next issue.....

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## SERIALISED SOLUTIONS

### COLOSSAL ADVENTURE (continued):

12. GO EAST, TAKE CAGE, WEST (ignore rod), WEST to E/W canyon and WEST to the splendid chamber with the bird. TAKE BIRD and GO EAST, EAST and TAKE ROD and then WEST, WEST to the bird chamber. You cannot catch the bird if you have the rod.

13. GO WEST to the end of the passage and either WEST or DOWN to the East end of the Hall of Mists. GO NORTH or DOWN to the Hall of the Mountain King where there is a snake barring your way. RELEASE BIRD which drives the snake off and DROP CAGE as it is of no further use.

14. If a dwarf throws an axe TAKE AXE and THROW AXE to kill the dwarf and TAKE AXE again. If the first throw fails repeat. Always ensure you retain the axe for the next attack.

15. GO SOUTH to the South Side Chamber and TAKE JEWELLERY, GO NORTH and EAST to the East end of the Hall of Mists.

16. GO WEST to the East Bank of a Wide Fissure and WAVE ROD to create a crystal bridge. DROP ROD as it has served its purpose. GO WEST to the West Side of the Fissure and TAKE DIAMONDS.

17. GO EAST, EAST, NORTH to the Hall of the Mountain King. GO NORTH to a N/S passage, ignore the silver bars at present. GO NORTH to the room with Y2 on the wall and SAY PLUGH to return to the inside of the building. TURN LAMP OFF, DROP DIAMONDS, DROP JEWELLERY, SAY PLUGH to return to Y2 room and TURN LAMP ON.

18. In the Y2 room SAY PLOVER to be transported to the Plover room where there is a large Emerald. The Emerald cannot be taken out using PLOVER. To the west is a small crack and only the emerald will pass through this. DROP LAMP, DROP AXE, TAKE EMERALD, GO WEST into the dark, DROP EMERALD, GO EAST back into the Plover Room and TAKE Platinum PYRAMID and GO SOUTH to PLOVER ROOM. SAY PLOVER to return to the Plugh Room and DROP PYRAMID.

19. GO SOUTH and TAKE SILVER bars and go south and north until the pirate steals the silver.

20. Now deal with the Pirate before he steals more of your treasure. Go to the Hall of the Mountain King and GO EAST, WEST, WEST, WEST to the West End of the Hall of Mists. Then GO SOUTH to a Maze of Twisty Passages all the same. GO EAST, SOUTH, SOUTH, SOUTH, NORTH, EAST to the orange column and NORTH, EAST, NORTHWEST to the end of the passage. Here you will see the Pirate's Chest and the missing Silver Bars. The chest only appears after the Pirate has stolen a treasure, hence the need to persuade the Pirate to steal the Silver. TAKE SILVER and TAKE CHEST.

21. GO SOUTHEAST and NORTH to the orange column and DOWN to the bird chamber. GO WEST, DOWN, NORTH, NORTH to the Plugh room. TURN LAMP OFF and SAY PLUGH to return to the building. DROP CHEST and DROP SILVER bars. SAY PLUGH, TAKE PYRAMID, SAY PLUGH and DROP PYRAMID in house.

22. It is possible to finish the adventure without getting a refill for your lamp. However, a refill can be obtained at the cost of the coins and a few points by the following way:-

TAKE COINS, SAY PLUGH and TURN lamp ON and you are back in the Plugh room. GO SOUTH, SOUTH to the Hall of the Mountain King. GO EAST, WEST, WEST to the West Bank of the fissure, GO WEST to West End of the Hall of Mists, WEST and WEST to the West End of a Featureless Hall. GO SOUTH to a maze of twisty passages which are all different. GO WEST, NORTH, EAST, EAST, EAST, EAST to the vending machine and DROP COINS and your lamp batteries will be replaced. To exit GO WEST and EAST to the West End of the Featureless Hall. NORTH, EAST, EAST returns you to the Hall of the Mountain King.

23. From the Hall of the Mountain King GO SOUTHWEST to a Secret E/W Canyon and then GO DOWN, NORTH, NORTH to the room whose walls resemble Swiss Cheese. GO EAST to the Soft Room and TAKE PILLOW.

24. GO WEST to the Swiss Cheese Room and NORTHWEST to the Oriental Room. If you are told you cannot go Northwest keep repeating the command until you are successful. In the Oriental Room TAKE the MING VASE.

25. GO SOUTHEAST, WEST, WEST, WEST to the Slab Room, UP to a wide N/S Canyon, SOUTH to the Dragon, which should be ignored at present, EAST, EAST to the Hall of the Mountain King and NORTH, NORTH, PLUGH to the interior of the Hut. TURN lamp OFF (no need if you have bought the batteries). DROP PILLOW and DROP VASE. TAKE SANDWICHES and TAKE BOTTLE, SAY PLUGH, TURN ON LAMP.

ADVENTURE QUEST (continued):

B) The Desert.

13. OUT, NORTH, NORTH to the edge of the fertile desert, NORTH to the southern edge of the desert, NORTH to the trackless desert, NORTH, WEST and you will hear the sand sliding, NORTH through the trackless desert above a deep canyon, LOOK, EAST to south of the canyon, EAST to where you see a pyramid and Sphinx, EAST to a rocky outcrop. A gigantic worm will rise out of the sand and eat everything in its path, including the Sphinx.

14. GO WEST, NORTH to the top of the pyramid outside the temple where there are poisonous snakes. PLAY PIPES and the snakes go into their holes. DROP PIPES.

15. If you get thirsty drink the water from the bottle but try to last out as long as possible as you have to re-cross the desert.

16. SOUTH, EAST to the outcrop, DOWN to the wadi where there is some oil, WEST to the east west valley, WEST to the dry canyon, WEST to the dry east west canyon where a stone slab blocks the way to the north.

17. OPEN SESAME and a cavern opens to the north. NORTH to the looted treasure cave where "Ali wuz here!" is written on the wall. TAKE SUN-DIAL.

18. SOUTH, EAST, EAST, EAST to the sheltered wadi, UP to the outcrop of rock, WEST, NORTH to the top of the pyramid and IN to the temple.

19. Inside the temple the priestess says: "I can help your quest if you return my sun-dial. It was stolen and hidden in a cave near the oasis. Without it I am powerless and dare not leave the temple!"

The priestess gives you a ruby in exchange for the sun-dial.

20. OUT, SOUTH, EAST to the rocky outcrop, DOWN to the wadi, EAST to the end of the wadi, UP the side of the mountain, UP to a stone staircase, UP, UP the staircase to where a track from the west is seen. WEST to the east west track, WEST to the giant.

21. WAVE SLING and the silver ball flies out and scares the giant off, GET BALL, EAST, EAST to the staircase, DOWN, DOWN, DOWN, DOWN to the wadi, UP to the outcrop.



22. GO WEST to below the pyramid, WEST, LOOK, WEST, LOOK, SOUTH, LOOK, EAST, LOOK, SOUTH, LOOK, SOUTH to the edge of the desert, SOUTH to the fertile desert, SOUTH, SOUTH and IN to the building.

23. DROP SLING, DROP BALL, TAKE KEYS, TAKE MEDALLION, OUT.

24. SOUTH, SOUTH and FILL BOTTLE with water from the stream, NORTH, NORTH to outside the building.

25. GO NORTH, NORTH to the edge of the fertile desert, NORTH to the south edge of the desert, NORTH to the trackless desert, NORTH, WEST and you will hear the sand sliding, NORTH through the trackless desert above a deep canyon, LOOK, EAST to south of the canyon, EAST to where you see the pyramid, EAST to rocky outcrop. A gigantic worm will rise out of the sand and eat everything in its path.

26. If you get thirsty drink the water from the bottle but try to last out as long as possible as you have to re-cross the desert.

27. GO DOWN to the wadi where there is some oil GO EAST to the end of the wadi, UP the side of a mountain, UP to a stone staircase, UP, UP the staircase to where a track from the west is seen. WEST to the east west track, WEST where the giant was.

28. GO WEST, UP the mountain, UP to the sheep-track, UP, UP the sheep-track, UP to the stone steps where there are Orcs and a pile of rocks, UP, UP, UP to the snowfield where there is an abominable snowman.

29. UNLOCK SNOWMAN, GET SNOWMAN, DROP KEYS, DROP MEDALLION, DOWN, DOWN, DOWN to the pile of rocks and PUSH ROCKS. The snowman pushes the rocks away and the Orcs flee.

30. GO DOWN, DOWN to outside the north door of the tower, SOUTH to inside the north tower room, SOUTH to the south tower room, UP the spiral staircase, UP, UP, the staircase to outside a small door. IN to the gloomy room where a dark shape flies at you. THROW RUBY which explodes and destroys the shape. GO NORTH to the tiny alcove and TAKE the leather BAG and TAKE the emerald EYE.

(to be continued)

RETURN TO EDEN (continued):

13. DROP TELESCOPE and GO WEST to Keystone Coppice. GO NORTH to deep in the bush and TAKE the SEED from the air-bush. GO NORTH to the well-trodden path and EAST, EAST to the grove of young saplings and TAKE the STEM.

14. GO WEST to the pleasant woodland NORTHEAST to the cliff top and ignore the fig leaf. GO WEST to the Soggy Woodland and TAKE THE WISHBONE. GO WEST to the River bank and TAKE THE TUBERS.

15. GO NORTH to the River bank below the north side of the river and GIVE FISH FUNGUS to the Levithian. Your score is now 200. You can now proceed NORTH to the river bank on the North side of the river. EAT the PILL to cure radiation sickness and, once again you have solved the time problems for the present. Your score is 250.

16. The parrot may have stolen things from you and, if so, GO NORTH to the Maize field. There are four locations here. GO EAST, WEST, SOUTH to the parrot's nest and recover your goods. SOUTH takes you to the north bank by the waterfall. TAKE THE FOXGLOVES.

17. GO NORTH, EAST, WEST, SOUTH to the riverbank, SOUTH, SOUTH, TAKE LOG.

18. GO NORTH or EAST to the Tiny Island where there is a dry bulb. SQUEEZE LOG and the bulb sprouts a shoot. Your score should be 300.

19. TAKE SHOOT. The only way off the island is DOWN and the shoot acts as a parachute so that you end up in a Dense Jungle south of the waterfall and the next phase of the adventure begins.

20. DROP TUBERS, SHOOT, STEM, GO EAST, EAST to the twisted trees. TAKE VINE, DIG, TAKE ROOTS. Retain the spade.

21. GO WEST to the Luxuriant Undergrowth, SOUTH, SOUTH to the woodpile. THROW THE VINE and GO UP the Giant Greenwood Tree. Now GO NORTH to the Heart-wood and TAKE THE BUG. GO WEST, WEST to the Southern Platform.

22. There are two platforms and in order to ascend the other platform must be heavier and to descend the platform you are on must be heavier. Therefore, it is essential to ensure the platforms are correctly weighted bearing in mind that the stone is twice the weight of the other items and that you count as five. Furthermore, you have to ensure that not only is there sufficient weight to take you up but that you can attain sufficient weight to return.

23. DROP SIX items (the stone is two) and then GO EAST to Halfway up the Tree and DROP everything including your Tradclads.

24. GO NORTH and WEST to the Northern Platform and PULL LEVER and the platform will move up.

25. GO EAST to the Treetops, SOUTH, SOUTH to the top of the tree. TAKE BLUE BERRY and GO NORTH to the Fragile Branch. REPAIR BRANCH (with the berry) and DROP BERRY. Your score is now 350. You can now GO EAST to the platform. The fragile branch will break if you carry more than one item across it. TAKE STALK, GO WEST, DROP STALK, GO EAST and TAKE CHERRY. Do not drop the cherry or it will explode. GO WEST, TAKE BERRY, TAKE STALK, GO NORTH, WEST to the Northern Platform. You now count as eight objects and there are six on the southern platform so PULL LEVER to descend.

26. Return to the Southern Platform, collecting all the items you left previously and WEAR TRADCLADS, WEAR FOXGLOVES. GO EAST, NORTHEAST, SOUTH, SOUTH to the Confusion of Twigs and TAKE COLD LEAF, TAKE TWIG, GO NORTH, NORTH, SOUTHWEST, WEST, WEST to the Southern Platform and PULL LEVER. The platform now lowers you and your possessions to the ground.

27. GO EAST to the Cathedral Forest and ensure you have the twig, stem and bug.

28. GO EAST, NORTH, NORTH to the Pleasant Water Meadow. The balloons allow you to ascend the cliff again but there is no necessity to do so.

29. DROP COLD LEAF to freeze the Quicksand. Your score is now 400. GO EAST, TAKE CLOAK, WEAR CLOAK, GO WEST, DROP FOXGLOVES.

30. GO SOUTH, SOUTH, WEST to the Cathedral Forest and SOUTH to the Leaf Pile. PLAY STEM, GO NORTH. The Ants will follow you. Continue EAST, EAST, EAST to the edge of the forest. There is a fence. GO EAST and the ants break the fence down. Your score is now 450. (to be continued)

## KENTILLA

Before commencing the adventure it is necessary to bear in mind the following points:-

1. The Urga-Mauls are enemies and must all be killed when you meet them. One of the 'Urgas' carries some Velmista (examine urga after he is dead). Eat the valmista for an instant cure of your wounds, but it's not necessary to complete the game, also you never know which Urga-Maul carries it - and you're on a 'time limit' to rescue Timandra! The Cavezats, on the other hand, are your friends.
2. You must take every item to obtain 100% score.
3. You must reach Timandra BEFORE she dies in the ropes, so the best sequence is Caves - Plains - Carawood - Swamp of Caradoom (to free Timandra) - Tylon's Castle - Beach - Black Tower.
4. If you don't kill the rattling quarg on first meeting it, it will wander off, wasting valuable time while you locate it.
5. The 'time limit' feature is relaxed after you've freed Timandra, but you should follow the commands given in this solution EXACTLY as written to avoid unnecessary mishaps.

Good Luck!

From the start outside Ogeron's House:

Open door, S (Ogeron will take the sword before you can), Say to Ogeron "Give sword to me" (he obliges and tells you it is the sword of Ashka), Examine sword (the name KENTILLA is engraved on the hilt - Ogeron tells you that Grako is hiding in the Black Tower), N, E, (you are now overpowered by Urga-Mauls, robbed of your possessions and thrown in the Urga-Maul Dungeon. Elva is also in the dungeon and will prove a useful companion), Say Kentilla (your sword returns), Wait (until an Urga-Maul enters if he hasn't already done so), Kill Urga (until he is dead), Examine Urga, Take knife, Examine Urga, take large key, Give knife to Elva (Elva will now follow you), Examine dungeon, take candle wax (notice the little ear-plugs in the graphic - this tells you how to use the wax later), Give wax to Elva, Open door (from now on kill any Urgas that you encounter, but do not harm the Cavezats), W, Unlock green door with key, Open green door, D, Kill Chief Urga (until dead), Examine Chief, Take small key, U, Unlock red door, Open red door, W, Take sack, Examine sack, (it is a magic black sack and items weigh nothing inside it - but its capacity is only about 4 items. To carry more with you just give your surplus items to Elva. When you want to use them "Say to Elva Give (object to me), look in sack (you see a silver chalice - leave it in the sack), Unlock chest with small key, Open chest, Look in chest, Take tinderbox, Take yellow scroll, Read yellow scroll, (it is the HEAL spell - no ingredients needed), Give yellow scroll to Elva, Give tinderbox to Elva, E, N, D .....

(to be continued)

## BUGS AND AMUSING RESPONSES

### HITCHHIKERS GUIDE TO THE GALAXY - Christopher Hester

The game's full of 'em! A good one is at the start - try looking UNDER the bed! When you get the Hitchhiker's Guide (in the game) you can consult it about anything you like, and many responses hold clues. Try for instance CONSULT GUIDE ABOUT .... SIRIUS CYBERNETICS CORPORATION/GENUINE PEOPLE PERSONALITIES/INTELLIGENCE/TIME TRAVEL/SANTRAGINEAN MINERAL WATER/plus many more. The one on INTELLIGENCE is very useful, and hints at opening the intelligent door.

Other commands to induce a laugh or two - SMILE/PANIC/YELL/JUMP/SKIP/LEAP/SIT/YES ("You sound rather positive.)/NO ("You sound rather negative.)/ENJOY (object) ... e.g. ENJOY TOOTHBRUSH ("Not difficult at all, considering how enjoyable the toothbrush is.)/RELAX/and many others. The fun is trying to find them, for instance go up to the Bridge and examine Eddie the shipboard computer, then try UNPLUG EDDIE! This gives just one of a list of great random replies ... enter AGAIN several times for more!

One of my favourite replies is this: get the strange gun from the carton near the Nutrimat machine, then try and get into the Bugblatter Beast's lair universe. Now, if you've examined the gun, use it to shoot the beast. (In your inventory it's listed as an Anti-Bugblatter Beast gun!) Now keep trying until you get a footnote number. Check out the footnote!

\*\*\*\*\*

### HALL OF FAME

Thank you to the following readers who have sent contributions in during the last month.

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## THE HELPER

Hopefully, when you are reading this you will be feeling somewhat warmer than I am at the moment. My fingers seem to be most reluctant to operate and my brain has definitely gone into a period of hibernation. Furthermore, I am experiencing the traumas of moving house and moving jobs, so this column is likely to become even more erratic than normal. I shall endeavour to keep at least one computer up and running for as long as is possible in the circumstances but who knows what I may have to forfeit in the best interests of family harmony!!

This months catch phrase is "What has happened to all those bumper Christmas issues?" that we have been promised. Out of the dozen or so dedicated adventure magazines I receive (which I believe represents just about everything that is still being published) only one has produced the promised Christmas special and from the feedback it seems you all enjoyed reading it. Yes, only Probe produced the promised goods, although a few other magazines are still promising double issues, etc. In fact, quite a few have not appeared at all this month.

There have been quite a few newish goodies arriving on my desk and quite a few notable absences. Quest Probe Chronicles seems to be long overdue, although I am informed Jean has the copy ready for printing, and the double issue to make up for the duff issue No. 4 is still to materialise.

Insight has now changed to a publication date of the first of the month and hopefully this means a bonus this month.

Ron has also produced volume 1 of 'The Inside Story' which is a magazine of pokes mainly (exclusively?) for the Spectrum. So Speccy gamers may feel it is worth chancing a pound.

Issue 3 of the Time Traveller is an abomination but we are promised a double issue 4 to make up for it.

This growing trend of producing a poor issue to be followed by a bumper issue as recompense is somewhat distressing for the readers who never quite know what to expect next.

I think some of these productions are really struggling which is a great pity for they cover a very wide variety of tastes and topics and their demise would leave adventurers the poorer.



The main reason that Probe has appeared on time as promised is because of the dedication of your editor, Sandra. Unless you have tried to produce a journal like Probe you cannot imagine the amount of work and time it takes, and so I am sure that you will all join with me in thanking Sandra for her efforts and of course Pat for her work in producing 'Adventure Contact'. I wish 'Adventure Probe' and 'Adventure Contact' every success not only during 1987 but for years to come.

(Thank you ... Sandra)

However, the success of a journal depends not only upon the efforts of the editorial team but also upon its readership and so it is vital that you keep those letters coming so that Sandra and Pat can produce what you want to read. Furthermore, I am sure there are some readers who could write some interesting or amusing articles and have not done so yet.

I have an apology to make to all those people who took the trouble to write to me and have not received an answer yet, and I think I owe Sue several letters. I really will try to remedy the situation but life has become so complicated at the moment and I have a chronic case of 'Tempus Fugit' far too fast. To add to my problems there has been a postal strike and letters have been received quite a long time after they were posted!

Incentive have produced a 48 page booklet giving advice on the use of GAC and quite a few Adventure Contact contributors have produced articles for inclusion. In particular, I believe Pat has penned a lengthy article. The price is £1.25 and I think this is an excellent investment. (Available direct from Incentive.)

On the software scene a new company called Heyley Software has produced 'massive disc-space adventures' for the BBC. To date they have released The Ultimate Prize, and at £7.50 for a large adventure on disc, it sounds good value. If these adventures are as good as promised we must give our support to this new venture.

I have been playing Kayleth and have enjoyed it immensely, although it is not the easiest adventure I have played, and CRL's Dracula and Buggy have also come my way.

Buggy, another gangster type adventure is good fun but suffers from a rather limited vocabulary and an extremely unhelpful help and examine command. In fact there is no help at all, unless you write to Probe in desperation and then I might be able to give a tip or two!!

Jim O'Keeffe wrote in to say that he likes my style of column - thanks Jim, it is nice to know I have a reader. Jim compares me favourable to Mike Gerrard's column in Your Sinclair. Sorry Mike, but I am flattered. This column was never intended to mimic anyone else's style or idea, but I suppose because of the nature of a help column it either has to be a long list of clues and solutions or the response to letters and correspondence.

I have tried to combine a little of both with a bit of news as space and time permits. I like to respond to letters quoting names for I feel it enables everyone to feel they are contributing and that we are all working together to help fellow adventurers from having too many sleepless nights. I also tend to use Christian names in order to be less formal and create a 'group' atmosphere and so I hope you approve.

Once again I trust that Mike, who I know reads Probe from time to time and has given us help, and other 'professional columnists' do not think I am trying to copy them. I should not really mention that there are some I would set up as an example of what not to do but there again they are paid - presumably!!

Jim is having a few problems and as he has said nice things about me I had better try to answer some of his queries. Jim has completed Eye of Vartan with a score of 93% but cannot remove the three golden items from the house. He also thinks he may have to use the runes to open a door from the inside. Unfortunately, I cannot remember the answers to these problems and my notes are temporarily unavailable so perhaps someone can write in so we can give Jim the answers.

Jim is stuck in Terrors of Trantoss and has managed to get down the well only to find his progress blocked by a river to the North. He has explored as far as a lake beyond a mountain to the north where there is something floating in the water. He has reached the great doors in the Valley of Vendas Vane in the east but has been unable to progress. Unfortunately, I have not played this adventure and have not even got any tips or ideas from anyone else so can someone please write in with the answers for Jim. Of course, Probe No. 8 may give a nudge or two!

*(Solution wanted if anyone can oblige ... Sandra)*

Geoff Snell is battling with Terrormolinos and cannot get Mr. Snargsby out of the catacombs and he keeps getting little Ken into hospital. To sort the catacombs out BOARD COACH, GO MONASTERY. You are now in the courtyard of an ancient monastery.

GO UP and UP to the top of the crumbling bell tower and TAKE PHOTO. You should now have taken ten photos and will be told to collect your belongings and go home. However, you still have to sort old Snargsby out.

GO DOWN, DOWN to the monastery courtyard and EAST to the mildewed cloisters. GO DOWN to the catacombs and NORTHWEST where you see Snargsby. CALL SNARGSBY and GO SOUTHEAST and UP back to the cloisters. GO WEST and when the coach arrives BOARD COACH when you will be taken back to the Plaza. All you have to do now Geoff is to go home, but remember to take all your belongings with you.

Now I am not quite sure why Ken keeps getting into hospital as Geoff has not told me where this is occurring. You must remember to keep calling various members of your family or they will get left behind. Could it be that Geoff is not running quickly enough out of the bullring? If you are still stuck Geoff I need a little more information please.

Sandra is stuck in Rebel Planet and so as I gave the solution to the end last month I had better give a quick starter this month!!

1. You commence the game standing on the Caydian Command Deck wearing a limcom. There are four buttons on the Limcom: PS - Personal Status: IH - Inner Hatch: OH - Outer Hatch: SS - Ship Status. If you EXAMINE SCREEN you see the ship status: programmed flight path - check: Droid service crew - check: life support system - check: destination Tropos.

2. GO SOUTH to the Arcess corridor with the dispenser and GO EAST to the cabin by the hydro-bed. GET the laser SWORD and ENTER the regenerator UNIT where Zetri waves will refresh you.

3. GO WEST, WEST to passenger cabin no. 1 and GET lite KUBE which enables you to carry more. SEARCH lite KUBE to see it contains a jet pack and a fuel capsule. The fuel capsule is not required so GET CAPSULE FROM KUBE and DROP CAPSULE, DROP SWORD IN KUBE.

Sgt. John Moore is battling with the Fourth Protocol and cannot decode memos or letters, despite having the number codes. Hmmm! I thought that was most of the answer to this game but here are a few tips which may help you in Part 1 John.

- a. In Nato documents if you are a professional M15 Investigator phone A. Plumb and you will get the code for the next game.
- b. Keep the telephone on hold and advance the date twice each time.
- c. When you get the tape from B. T. you must analyse the tape and enter Nilson when you are asked for a surname.
- d. In respect of the Sopwith case, when asked whether you should say no. When BRACKTON phones you about THORN you should ring up Security and enter BRACKTON then enter SATANIC. When FAULKNER'S telephone call has been intercepted you should analyse the results. Then compare them against other voices.
- e. To answer SIR ANTHONY'S questions you must have done everything correctly and scored about 99% for your answers to be accepted even if they are correct.

The correct answers in the order asked for are:- Derek Faulkner, Russian, Nilson, Stenberij, Fingerprints, Gaza Strip and False Flag.

You are now given a code to use the lift in the second part which is ASPEN.

I hope that I have given you a nudge but it is a little bit difficult to know how to answer your question without giving a solution to the whole game. Instead of taking up the entire column with the Fourth Protocol I have sent John a detailed hint sheet, and by now I hope that he has received this and sorted out his problems!

I believe that John has cracked Savage Island part 1. Well done, John, I think you are the first reader to crack this - or at least the first to let us know. Now, how about part 2?!

John is also stuck in Castle Blackstar and cannot defeat the 'M' shaped room nor can he make his broomstick fly despite using Abracadabra. Try SAY ABRA but use the broomstick with caution!

Linda Friend is stuck in Vera Cruz and cannot get any response to the examinations apart from AUTOPSY VERA CRUZ. Is anyone else playing this game? If so why not contact Probe, and give Sandra any information you have so that she can pass it on to Linda.

Lorna Paterson is stuck in Dungeon Adventure and can only carry eight out of nine jewels required to go through the door in the ramp. Level 9 have not proved helpful!! When Level 9 first started they were incredibly helpful, but I have noticed a reduced service since they expanded. No doubt they will tell us that due to commercial pressures it is impossible to enter into correspondence with individuals. From the amount of mail that I receive I can see that they could well be swamped and hence the need for magazines such as Probe to provide the service the software companies either cannot afford or are not prepared to offer. I suppose we have to accept this is a fact of life but at the same time when one pays a great deal of money for an adventure then it is reasonable to expect help.

Lorna, to answer your problem! You must have made life difficult for yourself if you have not already discovered the purpose of the packing case! Try putting your gems in the carrying case and carrying the cross and crucifix. You can now enter the statue room and collect the Rhinestone. Magic you now have all the ten gems and have nearly completed the quest - just get back from the tower!!!

Lorna is stuck in Island of Riddles and does not know where to go after the oasis so can anyone help her?

Mihail Evans is still battling away with Lord of the Rings. If I had encountered so many difficulties as Mihail in this adventure I think I may have been tempted to give up, for it really is not worth all the effort! The responses are so dreadfully slow it is unbelievable! By the way, Mihail, you forgot to enclose the maps of the Shire and levels one and two of Seabase Delta, but never mind we do have maps of these adventures. Mihail could not map the old forest and is still stuck at the ferry. Mihail, have you tried the solutions I wrote in Probe no. 7? The full answers to your problems are given in some detail and they work in all versions of the game I have been able to try out, so I have no idea what you are doing. Perhaps you had better write with exact details of what you have done so far.

Mihail is stuck in Seabase Delta with the same problems that Pauline had and once again I gave the answers in Probe 7. Mihail says he has tried them out and they do not work. Aaah! Does anyone else find difficulty in following my tips or is it just that Mihail and I have a communication problem? Mihail please read your Probes and do just what I say and it works - honestly it really does!! Yes, the tape and tape recorder are absolutely essential to open the steel doors and I thought I had explained the use of the see saw to walk the plank.

We have received quite a few queries from Simon Maren, the author of Mystery of the Lost Sheep!!! Hmmm!! OK Simon, you are not alone with some of your problems so here goes:

Simon is lost in the ominous tunnel in Emerald Isle and the 'room with the funny roof next door to it'. He cannot remember what is funny about it though. He does not know what to do with the bowl or if he can get to the sunken wreck. My problem is to work out the problems Simon wants answers to, but I think he is basically lost in the temple complex underneath the forest.

GO DOWN to the temple and SOUTH to the crypt where there is a statue and a stone block. STAND ON BLOCK, THROW ROPE, PULL ROPE, DROP everything and TAKE STONE BLOCK. GO IN to the stone chamber and DROP STONE BLOCK to act as a counterweight and GO WEST into the thin tunnel with runes. Use the prop to PROP CEILING and PUSH UP, then GO UP into the granite grotto where there is a spear trap. THROW an object SOUTH to release the spears and collect the IDOL and the DRAWING. (Try reading the runes with the phrasebook and examining the drawing). When you return to the forest ensure you have the long rope. Now get the bowl from the long grass.

You must now visit the shipwreck, ensuring that you drop the anchor. Use the bowl - inverted - to breathe and dive down to collect the sword and sapphire.

Simon is stuck in Price of Magic and just says 'the Riddle, and where is the staff? I am convinced I have completed the game with these answered.' The riddle will give you the word fear. The Fear Spell is very useful to make the target fearful and uncertain. To get the staff cut the vine with any weapon. The Staff is the focus for the HYP spell used to hypnotise the target. I expect it is possible to complete the game without the use of these spells but they are certainly very useful and make life a great deal easier.

In Robin of Sherwood Simon is in the castle at night and thinks a thief ought to show up there! The answer to both these questions is no you should not be doing that! It is a little bit hard to know where to pick your problem up Simon but when in the forest WAIT (once or twice is usual) until the Serf arrives with his horse and cart. (The Serf usually appears here but he could be anywhere in the forest.)

STOP SERF and he jumps down and runs away, GO NORTH, NORTH, EAST, EAST, EAST, EAST, NORTH, NORTH, NORTH through the forest.



EXAMINE VEGETATION to see a hidden cave. ENTER CAVE to a narrow passage under the grange.

GO NORTH to a cellar where you find Siward the thief. TAKE THIEF.

GO SOUTH, SOUTH, SOUTH, SOUTH until Gregory the Tax Collector arrives. Gregory may be at the location north or south. EXAMINE SACKS to find 200 gold coins, TAKE COINS.

GO SOUTH, WEST, WEST, WEST, WEST through the forest, SOUTH to the waterfall, SOUTH to the Serf's cart.

CLIMB into the CART and the horse bolts out of control to Nottingham Castle. WAIT until night falls, LEAVE CART and you are in the castle courtyard.

GO BATTLEMENTS, GO DOOR to staircase, GO LEFT door to bedroom where there is a locked treasure chest, DROP THIEF, and Siward walks forward and opens the chest.

Hopefully, that little extract from the solution will enable you to resolve your difficulties Simon.

Simon is the adventure writer's ideal subject and Pete Austin must be sniggering away at Simon's plight. However, Simon's questions are a nightmare to answer as they are rather vague and the answers are so lengthy. Simon seems to be stuck in so many Level 9 games it is incredible and to add to the above he is stumbling in Worm in Paradise. Simon says for this one: 'just about anything'. So where do I begin? He has completed the dream, needs a riverboat ticket, cannot pass the Custodian, does not know what the wallpaper is for, but thinks he has sorted the ET System out. Well, I am glad about that!

The steps required to complete the game after viewing the Elite Dream are:-

Sell your organs in the hospital to get some cash and then buy a flag, find the wallet, go home, use the poster, sleep, drop the wreath by the memorial, work as a clerk, get the valve for nothing, get the invitation so you can now become a Bison, get the reward, work as a manager, visit the undercity, attend a TV interview, wear the leotard, enter the saucer and then go to the pyramid top, block the partition, reach the seat of power, stop the foam, and complete the game.

The Riverboat ticket is obtained from the travel agents but he only sells to Bisons. You need an invitation to pass the custodian and you must arrive within two minutes of the time stated on the invitation. At the right time ENTER TEMPLE and WAIT until the Bison Leader comes out to meet you. The joining fee is 100 creds. Once you are a Bison GO WEST to the Temple Bar and BUY a BOTTLE of WINE and return home.

Simon, the best tip I can give is to keep your eyes open for Sandra's serialised solutions. She is beginning the series with some Level 9 games!

In Terrormolinos Simon thinks he is in the wrong game as he achieved 65% following the Hotel Clerk.

Try remembering the advice given by the Spanish man in the hotel lobby and then GO UP to the hotel room. Simon, if you are still stuck, let us know and I will give more details, anyhow, do NOT follow the clerk.

Sandra has re-instated the serialised solutions and so it is likely that some of your problems will be answered there. As I do not know exactly what Sandra is planning to include in the rest of the magazine you will have to blame the editor if there is any duplication.

*(That's right blame me! ..... Sandra)*

All outstanding letters should have been answered. If you are awaiting a response please let us know as the postal problems may have meant your missive has been lost.

Once again folks, I am sorry that this months column is a bit thin on the old hints and tips but life is such chaos it is difficult to think about adventuring at the moment. I am afraid this horrible disease may be with me for a month or two yet so please bear with me and ask me nice easy questions I know the answers to without having to play the game again!!

Byeeeeee!

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If you want to ask for help from the Helper then send your plea in to Probe and I'll pass it on. If you want a personal reply then please don't forget to enclose a SAE..... Sandra

### TELEPHONE HELPLINE

LINDA FRIEND, Westland House, Front Street, Chedzoy, Bridgwater, Somerset.  
Tel: 0278 428641 Monday to Friday - 10 a.m. to 5 p.m.

Classic Adventure, Dungeon Adventure, Emerald Isle, Erik the Viking, Forest at Worlds End, Hacker, Heroes of Karn, Jewels of Babylon, Lords of Time, Message from Andromeda, Mindshadow, Snowball, Subsunk, Terrormolinos, Warlord, Worm in Paradise.

SUE BURKE, 122 Glenwood Drive, Middleton, Manchester, M24 2TW.  
Tel: 061 653 0005 - Monday to Sunday - 10 a.m. to 10 p.m.

Al-Strad, Beerhunter, Bored of the Rings, Brawn Free, Espionage Island, Forest at Worlds End, Heroes of Karn, Inca Curse, Jewels of Babylon, Klondike Gold, Message from Andromeda, Miami Mice, Microman/Project X, Lords of Time, Mindshadow, Morden's Quest, Mystery Mansion, Nythyel 1 & 2, Planet of Death, The Hermitage, The Hollow (Text), The Hollow (Text/Graphics), Theseus 1 & 2, Seabase Delta, Ship of Doom, Smuggler's Cove, Souls of Darkon, Spytrek, Subsunk, Terrormolinos, Trial of Arnold Blackwood, Warlord, The Wise and Fool of Arnold Blackwood.

ALF BALDWIN, 1, Bybrook Gardens, Tuffley, Gloucester, GL4 0HQ.  
Tel: 0452 500512 - Monday to Friday - 10 a.m. to 5 p.m.

Adventureland, Adventure Quest, Aftershock, Arrow of Death I & II, The Boggit, The Castle, Circus, Classic Adventure, Colditz, Colossal Adventure, Devil's Island, Dracula, Dungeon Adventure, Escape from Pulsar 7, Espionage Island, Eye of Bain, Fantasia Diamond, Feasibility Experiment, The Final Mission, Gauntlet of Meldir, Golden Apple, Golden Baton, Greedy Gulch, Ground Zero, Heroes of Karn, Hobbit, The Hulk, Hunchback, Inca Curse, Invincible Island, Kentilla, Jewels of Babylon, Knight's Quest, Magic Mountain, Message from Andromeda, Morden's Quest, Mountains of Ket, Odyssey of Hope, Perseus and Andromeda, Pharaoh's Tomb, Planet of Death, Quest for the Holy Grail, Rebel Planet, Red Moon, Robin of Sherwood, Seabase Delta, Secret Mission, Se Kaa of Assiah, Ship of Doom, Sinbad and the Golden Ship, Sorcerer of Claymorgue Castle, Temple of Vran, Ten Little Indians, Time Machine, Twin Kingdom Valley, Urban Upstart, The Very Big Cave Adventure, Winter Wonderland, Wizard of Akyrz, Woods of Winter.

TELEPHONE HELPLINE (continued)

ALEX AIRD, 179 Bronford Road, Hodge Hill, Birmingham. B36 8HR.

Tel: 021 327 5046 - Monday to Friday, - 10 a.m. to 5 p.m.

Colossal Adventure, Forest at Worlds End, Heroes of Karn, Message from Andromeda, Red Moon.

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KINGS/QUEENS OF THE CASTLE

MARIE GREAVES, 16 Buckler's Court, Northend, Portsmouth, Hants, offers help on the following:-

Castle of Terror, Colossal Adventure, Hobbit, Lords of Time, Neverending Story, Red Moon, Snowball.

SIMON LILLEY, 21 Roberts Street, Rushden, Northants, offers help on the following:-

Bored of the Rings, Black Crystal, Dragonlord, Dungeon Adventure, Hulk, Fourth Protocol (Pt.1), Inca Curse, Kentilla, Lords of Time, Mafia Contract I, Ship of Doom, Spiderman, The Helm, The Island.

ALAN STEWART, 11g, Craigpark Street, Raifley, Clydebank, GB: S80, offers help on the following:-

Forest at Worlds End, Jewels of Babylon, The Lost Phirious Pt. 1, Message from Andromeda, Return to Eden, Subsunk, Warlord.

GEOFF WING, 171, Beadlemead, Netherfield, Milton Keynes, offers help on the following:-

Colossal Cave, Eureka (1 - 5), Fourth Protocol (Pt.1), Hampstead, Monroe Manor, Neverending Story, Perseus and Andromeda, Tower of Despair, Wizard of Akyrz.

GORDON YACOMINE, 30 Finavon Street, Dundee, Scotland, offers help on the following:-

Bored of the Rings, Dun Darach, Espionage Island, Forest at Worlds End, Heroes of Karn, Hobbit, Planet of Death, Subsunk.

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KINGS/QUEENS CONTINUED

JOHN SADLER, 12 Wheatsheaf Close, Wheatsheaf Lane, Wrabness, Manningtree, Essex, CO11 2TE, offers help on the following:-

Message from Andromeda, Worm in Paradise, and limited help on Warlord.

PERRY WILLIAMS, 12 Godesdone Road, Cambridge, CB2 8HR offers help in the following:-

Arnold Goes Somewhere Else, Classic Adventure, Dun Darach, Forest at Worlds End, Heroes of Karn, The Hobbit, Jewels of Babylon, Knight Tyme, Neverending Story, The Trial of Arnold Blackwood.

GRAHAM ROBSON, 169 Buddle Road, Benwell, Newcastle upon Tyne, NE4 8JK. offers help on the following adventures:-

Adventureland, Arrow of Death (Pts.1 & 2), Castle of Terror, Circus, Crystals of Carus, Danger Mouse (Pt.1), Dungeon Adventure, Emerald Isle, Empire of Karn, Erik the Viking, Escape from Pulsar 7, Eureka (Prehistoric, Roman, Arthurian, German), Golden Baton, Grand Larceny, Gremlins, Heroes of Karn, Hobbit, Hulk, Inca Curse, Kentilla, Lords of Time, Mindshadow, Mordor's Quest, Neverending Story, Perseus and Andromeda, Pilgrim, Pirate Adventure, Planet of Death, Quest for the Holy Grail, Red Moon, Return to Eden, Ring of Power, Robin of Sherwood, Se Kai of Assiah (Pt.1), Secret Mission, Sorcerer of Claymorgue Castle, Spiderman, Subsun, Ten Little Indians, Terrormolinos, Time Machine, Velnor's Lair, Voodoo Castle, Wizard of Akyra.

JOHN MACVIE, 22 Loanhead Street, Kilmarnock, KA1 3AU offers help on the following:-

9 Princes of Amber, Deadline, Enchanter, Fahrenheit 451, Hitchhikers Guide to the Galaxy, Hobbit, Sorcerer, Ultima III, Urban Upstart, Zork 1.

ROSEMARY MOSS, 73 Victoria Road, Blandford, Dorset, DT11 7JR offers help on the following:-

Castle Dracula, Circus, Cracks of Fire, Gremlins, Perseus and Andromeda, Salvage, Time Machine, Treasure Hunter, Williamsburg Adventure.

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KINGS/QUEENS CONTINUED

HENRY VANDERMARK, Flavestraal 20, Den Helder, The Netherlands offers help on the following:-

ORIC 1 - Encounter, Zodiac.

SPECTRUM - Circus, Colossal Adventure, Dun Darach, Golden Apple, Golden Baton, Hampstead, Hobbit, Time Machine, Time Switch, Velnor's Lair.

ATARI - Dallas Quest, Hulk, Mindshadow, Pirate, Red Moon, Sea Stalker, Sorcerer of Claymorgue Castle, Strange Odyssey.

BARBARA BASSINGTHWAITE, 70 Coronation Avenue, Yeovil, BA2 3DJ offers help on the following:-

10 Little Indians, Circus, Emerald Isle, Erik the Viking, Escape from Colditz, Golden Baton, Hobbit, Java Star, Lords of Time, Red Moon, Return to Eden, Secret Mission, Snowball, Sphinx, Stolen Lamp, Voodoo Castle.

RON RAINBIRD, 62 Coniston Drive, Holmes Chapel, Nr. Crewe, Cheshire, CW4 7LB offers help on the following:-

Adventureland, Arrow of Death Pts. 1 & 2, Circus, The Count, Enchanter, Feasibility Experiment, Ghost Town, Golden Baton, Golden Voyage, Mystery Funhouse, Perseus and Andromeda, Pirate Adventure, Secret Mission, Sorcerer, Sorcerer of Claymorgue Castle, Strange Odyssey, Ten Little Indians, Voodoo Castle, Wishbringer, Zork I, Zork II.

GWYNETH WRIGHT, 110 Dart Lane, Bedworth, Nuneaton, CV12 0JH offers help on the following:-

Circus, Helm, Hobbit, Microman/Project X, Mountains of Ket, The Mural, Quest for the Holy Grail, Seabase Delta, Smugglers Cove, Temple of Vran, Tower of Despair, Urban Upstart.

MICHAEL JENNINGS, 19 Church Hill, Dodworth, Nr. Barnsley, S. Yorks., S75 3RX offers help in the following:-

Enchanter, Fantasy Diamond, Forest at Worlds End, Heroes of Karn, Lord of the Rings (Pts. 1 & 2), Neverending Story, Robin of Sherwood, Seabase Delta, Subsunl, Warlord.

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### KINGS/QUEENS CONTINUED

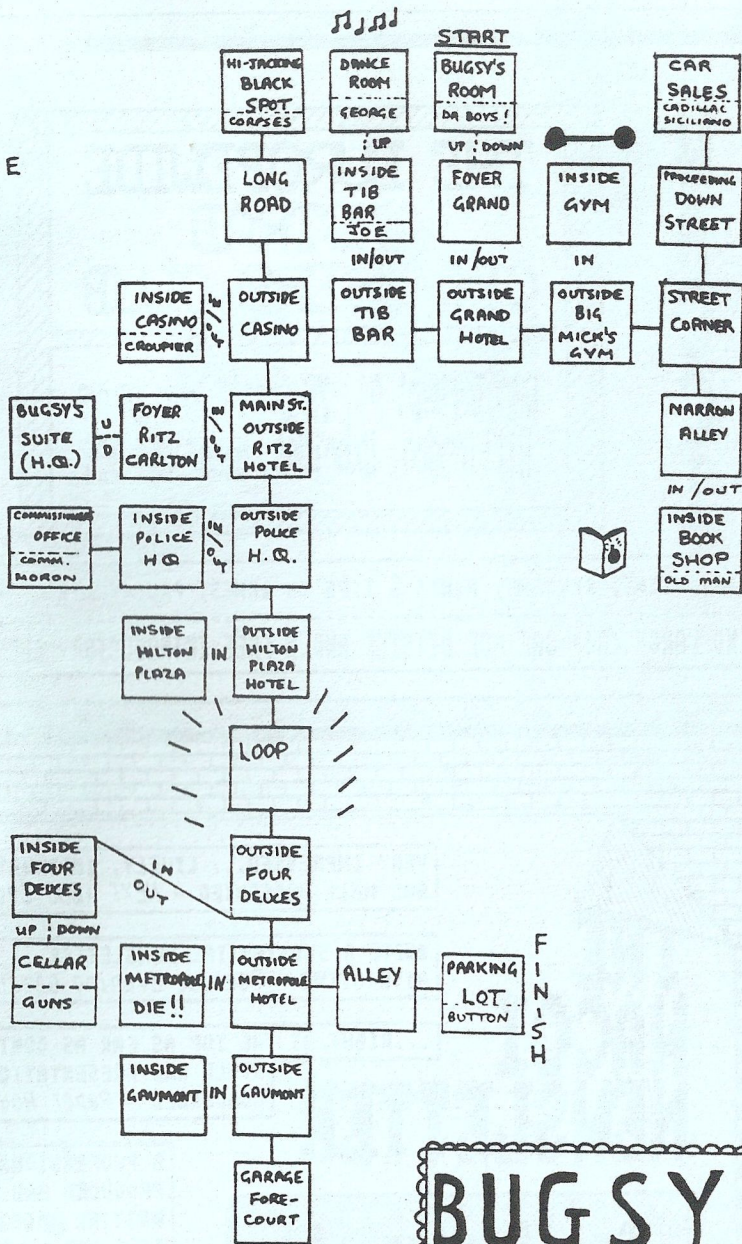
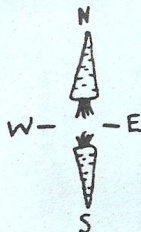
JIM O'KEEFE, 28 Sable Close, Beaver Estate, Hounslow, Middx. TW4 7PE offers help on the following:-

Adventureland, Adventure Quest, Boggit, Bored of the Rings, Castle Blackstar, Classic Adventure, Colossal Adventure, Doomsday Papers, Dracula, Dun Darach, Dungeon Adventure, Emerald Isle, Erik the Viking, Escape into Space, Espionage Island, Eye of Bain, Eye of Vartan, Fantasia Diamond, Forest at Worlds End, Fourth Protocol, Golden Apple, Gremlins, Hammer of Grimmold, Hampstead, Heavy on the Magick, Heroes of Karn, Hobbit, Hulk, Inca Curse, Legend of Apache Gold, Lords of Time, Marsport, Message from Andromeda, Mindshadow, Morden's Quest, Neverending Story, Planet of Death, Price of Magik, Quest for the Holy Grail, Red Moon, Return to Eden, Robin of Sherlock, Robin of Sherwood, Seabase Delta, Ship of Doom, Snowball, Sorceror of Claymorgue Castle, Spiderman, Subunk, Terrormolinos, Tir Na Nog, Treasure, Valkyrie 17, Very Big Cave Adventure, Winter Wonderland, Worm in Paradise.

JOHN BARNSELY, 32 Merrivale Road, Rising Brook, Stafford, Staffs, ST17 9EB, offers help in the following:-

Adventureland, Adventure Quest, Aftershock, Arrow of Death (Pt.1), Arrow of Death (Pt.2), Boggit, Bomb Threat, Bored of the Rings, Castle of Mydor, Castle of Terror, Circus, Claws of Despair, Colditz, Colour of Magic, The Count, Crystals of Carus, Denis through the Drinking Glass, Empire of Karn, Escape from Pulsar 7, Espionage Island, Eureka (1 - 5), Eye of Bain, Feasibility Experiment, Fools Gold, Forest at Worlds End, Golden Baton, Gremlins, Hampstead, Heroes of Karn, Hobbit, Hulk, Hunchback the Adventure, Ice Station Zero, Inca curse, Invincible Island, Jewels of Babylon, Kentilla, Knight's Quest, Lords of Time, Mafia Contract, Mafia Contract II, Magic Mountain, Message from Andromeda, Mindshadow, Morden's Quest, Murder on the Waterfront, Mystery Island, Mystery of Munroe Manor, Neverending Story, Oasis of Shalimar, Perseus and Andromeda, Pilgrim, Pirate Adventure, Planet of Death, Price of Magik, Project X/Microman, Quest for the Holy Grail, Quest of Merravid, Red Moon, Return to Eden, Return to Ithaca, Ring of Power, Robin of Sherwood, Seabase Delta, Secret of St. Brides, Secret Mission, Ship of Doom, Shrewsbury Key, Snowqueen, Sorceror of Claymorgue Castle, Souls of Darkon, Spiderman, Stranded, Subunk, Temple Terror, Ten Little Indians, Terrormolinos, The Curse, The Golden Apple, The Helm, Time Machine, Token of Ghall, Urban Upstart, Valhalla, Valkyrie 17, Velnor's Lair, Very Big Cave Adventure, Voodoo Castle, Warlord, Waxworks, Wizard of Akryz, Woods of Winter, Worm in Paradise, Zim Sala Bin, ZZZZ.

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**BUGSY**  
(PART TWO)



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